

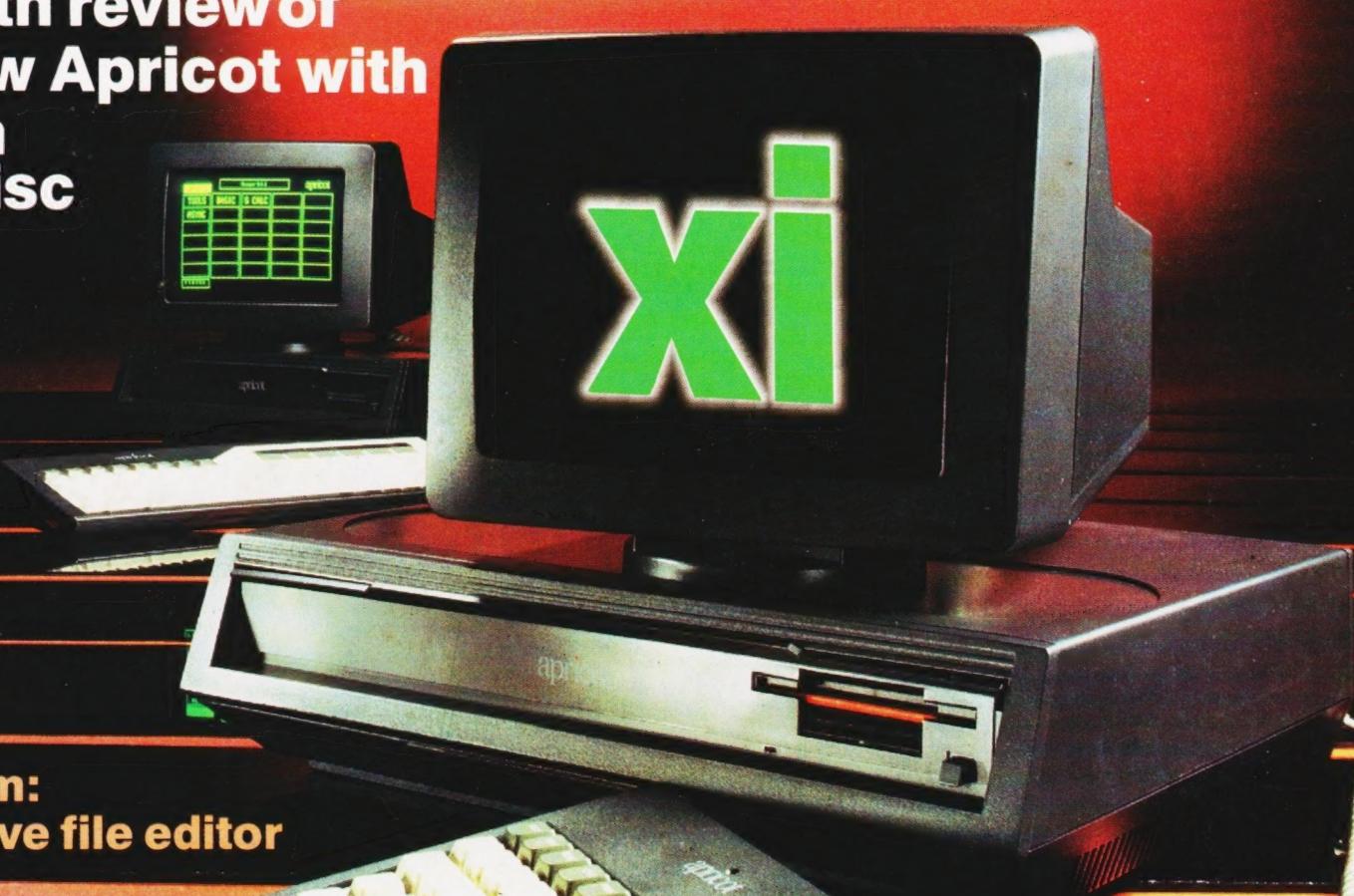
# Computing today

90p  
AUGUST  
1984

INCORPORATING  
**MICRO COMPUTER**  
PRINTOUT  
incorporating  
**BUSINESS MICRO**

## THE EXCELLENT XI

In-depth review of  
the new Apricot with  
built-in  
hard disc



**Spectrum:**  
Microdrive file editor

**CBM 64:**  
New string  
commands

**BBC/Electron:**  
Readable text  
in Modes 2 and 5

**Low-down on Level 9,**  
the text-compression  
masters of Adventure

**FREE INSIDE!**  
The first issue of  
MSX User

# Little Brothers should be seen but not heard.

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£159.95  
inc. VAT.**

A maxim which eloquently describes the Brother HR-5.

Less than a foot across, it's nonetheless loaded with features.

#### **The little printer that's low on decibels.**

There's one thing the HR-5 won't give you. Earache.

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#### **Text or graphics with ease.**

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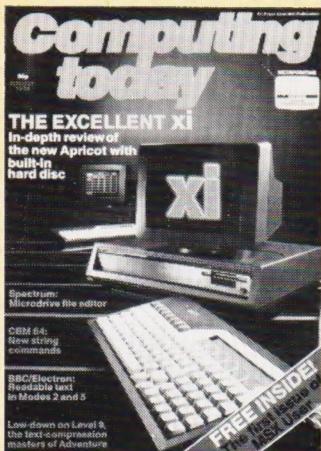
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**ABC Member of the Audit  
Bureau of Circulation**  
ISSN 0142-7210

Computing Today is normally published on the second Friday in the month preceding cover date. Distributed by: Argus Press Sales & Distribution Ltd, 12-18 Paul Street, London EC2A 4JS. 01-247 8233. Printed by: Alabaster Passmore & Sons Ltd, Maidstone, Kent.

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Subscription rates: UK £13.30 including postage. Airmail and other rates upon application to Computing Today Subscriptions Department, Infonet Ltd, Times House, 179 The Marlowes, Hemel Hempstead, Herts HP1 1BB, England.

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All material should be typed. Any programs submitted must be listed (cassette tapes and discs will not be accepted) and should be accompanied by sufficient documentation to enable their implementation. Please enclose an SAE if you want your manuscript returned, all submissions will be acknowledged. Any published work will be paid for.

All work for consideration should be sent to the Editor at our Golden Square address.

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No. 1, Golden Square, London W1R 3AB.  
Telephone 01-437 0626. Telex 8811896.

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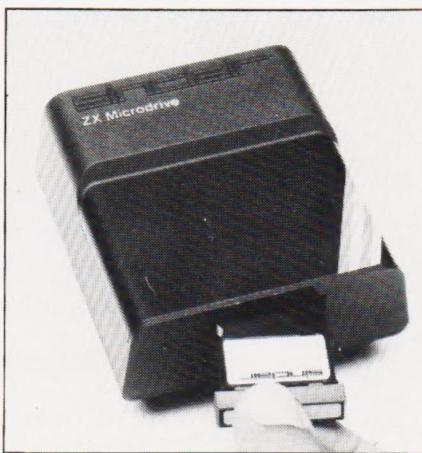
With the limited memory of the BBC, Mode 7 is a godsend. Unfortunately it isn't terribly easy to use to the limit of its capabilities. Until now, that is. This screen editor will solve all your problems.

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# NEWS



## EXPANDING THE ELECTRON

Printers, joysticks and ROM software cartridges can now be plugged into the Acorn Electron through the PLUS-1, a £59.90 expansion unit. In a matching compact unit securely fixed to the host Electron, the PLUS-1 adds a Centronics-compatible printer interface, a joystick (analogue) port, and two slots for Acornsoft's new ROM cartridge software.

Cartridge software means instant plug-in loading without any need to connect a cassette recorder. And the cartridge slots also open the door to future hardware expansions, including an RS423 serial interface for serial printers, modems and other computers.

Acornsoft has announced the

first six ROM cartridges for the Electron/PLUS-1 system: four games — Snapper, Starship Command, Hopper and Countdown to Doom, the educational Tree of Knowledge and the artificial intelligence programming language LISP. Cartridges cost £14.95 each, including VAT except LISP which cost £39.95, and includes a user guide and demonstration tape.

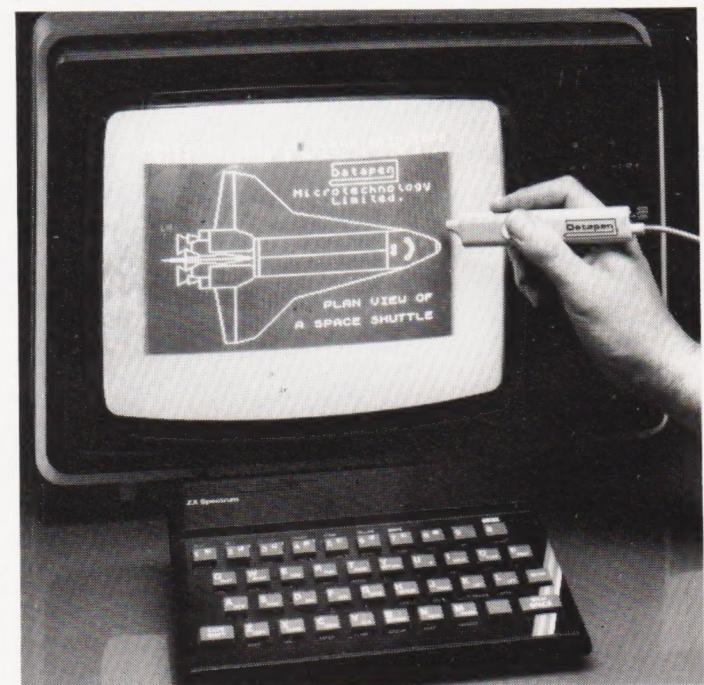
The PLUS-1 comes complete with user guide, which includes connection and operating details and tips on how to write programs to use its facilities. It costs £59.90 including VAT and will be available from Acorn Electron stockists and mail order from Vector Marketing, London Road, Denington Estate, Wellingborough, North Hants NN8 2RL.

## A PEN FOR YOUR THOUGHTS

Datapen Microtechnology Ltd has just announced details of its ZX Spectrum compatible lightpen and programs. Datapen have followed their usual pattern of providing informative software and literature with the lightpen, but for the ZX Spectrum they have included two programs in addition to the introduction program. One is a user-defined character generator and the other is a high-resolution, full colour drawing program capable of producing pictures to a pixel accuracy and incorporating the automatic drawing of geometric shapes, such as circles, triangles and rectangles.

Datapen say that their lightpen out-performs other lightpen because of the micro miniature circuitry built into the pen body. The lightpen is insensitive to local lighting conditions as it contains an electronic filter so that the pen only responds to high frequency light from the TV raster. The pen has a red LED indicator, which lights whenever valid video data is available and the signal from this is available to the computer. Another feature of this lightpen is a switch which allows the computer to ignore any signals that come from the lightpen before you are ready and on the correct place on the screen.

The ZX Spectrum version is available now both from shops and direct from Datapen. It costs £29 inclusive, complete with all three programs and handbook. For further details of the above, or their range of lightpens for different computers, contact Datapen Microtechnology Ltd, Kingsclere Road, Overton, Hants RG25 3JB (telephone 0256 770488).



## SOLARIS DAWNS

European users of corporate data processing terminals can now enjoy the flexibility of local processing functions with a new low-cost system that emulates the IBM Personal Computer. TDI Limited, the Bristol-based company who pioneered the first 6800 into the UK in the shape of the Sage microcomputer, and who are the main distributor of the P-SYSTEM Universal Operating System, have launched a new TDI company, TDI Workstations Ltd, based in London, to market the Solaris Personal Computer Emulator (PCE).

With no new terminal hardware, software, or communications purchases needed, the TDI Solaris PCE upgrades most asynchronous video display terminals into IBM PC hardware and software equivalents without disrupting any element of the existing terminals. The PCE micro-to-mainframe link addresses the immediate needs of both corporate data processing managers and the individual users by enhancing a mainframe's existing terminals. Initially the TDI Solaris upgrade is being offered for the most widely used terminal, the DEC VT100, as well as VT100.





## NEW DIRECTOR FOR OSBORNE

Osborne have added the award-winning 'Financial Director' software to the list of business software supplied with the Osborne Executive personal computer, making it a full specification machine for just £1595 (excluding VAT).

The Osborne Executive is a portable personal computer, with a valuable range of leading-brand business system software, which includes — for word processing — Wordstar with Mailmerge, Supercalc spreadsheet, the Personal Pearl database system and Financial Director cash book and management accounts system. Also included are industry standard operating systems and programming languages.

Mike Healy, Managing Director of Future Management (Portable Computers) Ltd, sole UK distributors of the Osborne range says: "With the addition of Financial Director software on the Osborne Executive, I believe we offer unques-

tionably the best value for money professional business system available. With an inclusive hardware and software price for the Osborne Executives of £1595, we challenge anyone to beat this specification.

"As is evidenced in many of the complaints upheld by the Advertising Standards Authority, we are disturbed that consumers are being misled over the presentation of the true cost involved to achieve an effective business system. In some instances, the true cost of a full business system is three or even four times the basic price advertised as the cost of entry."

The business software packages offered with the Osborne Executive are valued at £1500 (recommended retail price) by Mr. Healy (but I bet he wouldn't sell you an Executive for £95 without the software! — Ed).

Future Management are at 38 Tanners Drive, Blakelands North, Milton Keynes, MK14 5LL (phone 0908 615274; telex 825220).

emulating terminals.

The link between the Solaris PCE and its host terminal is simple to understand and to complete. Only a screwdriver is needed to make the connection between the terminal and the mainframe.

The Solaris PCE is especially important for data processing and department managers who need local processing capabilities from their mainframes. These managers recognise that most of the installed data processing systems are by design efficient but inflexible.

The installation of a Solaris PCE preserves a company's

existing investment, terminals, software and training. It provides complete personal computing capabilities for those people who need it.

An important productivity-enhancing feature of the system is that the screen can be split to show, simultaneously, information from both the mainframe and the PCE. A 40-position auxiliary keypad allows direct generation of IBM PC specific control codes. Part of Solaris' plans for upgrade of the IBM PC system include protocol conversion, gateways and file transfer. The central resource manager will perform in a true

## CLOSE SESAME

The Sesame Security key is a simple-to-use software protection system which provides a high level of software security. It is interrogated by the software and responds only when a unique code is passed through it, thus ensuring that direct copies of the program will not run on any computer which does not have the correct device connected.

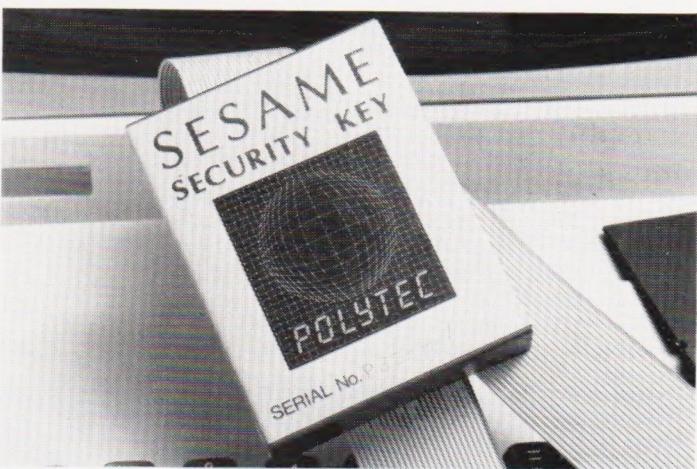
Designed by a Cambridgeshire firm, FT Microsystems and marketed by Polytec Engineering, the device is useable with any computer having an RS232 port, without inhibiting the normal functions of the port in any way. All 25 lines of its D type connectors pass through the device unaffected. It needs no external power and requires that only Transmit data, Receive data and signal ground be supported.

The software must interrogate the device by passing its own unique code through it. The code will activate the device which will respond only if the correct code is sent. The codes, of which there are approximately 100 million variations,

are ASCII control characters which would not normally affect any other device using the port. Due to the nature of the device even an infinitely fast computer would take around 20 years to test all the possible combinations, thus making attempts to crack the device totally uneconomic.

Each device is supplied with a randomly selected code, together with notes on use and a flow chart of the necessary interrogation procedures. Identical codes can be supplied for multiple orders. The programmer can design his interrogation routine in any language he chooses that allows him to access to the port in the normal way. He should use his ingenuity to disguise the interrogation procedures within the program he wishes to protect and thus make it very difficult for anyone to crack his program. To this end no standard software is supplied with the unit, only the necessary information to write it.

For more details contact Polytec Engineering Services Ltd, Unit 8, Nuffield Close, Trinity Hall Farm Industrial Estate, Cambridge CB4 1SS (phone 0223 312562).



distributed processing mode with the corporate network.

The PCE contains an INTEL 8088 processing unit (CPU) and runs 16-bit MS/DOS and other operating systems used on the IBM PC. It utilises 128K of random-access memory (RAM) that is expandable to 640K and comes with 5 1/4" (360K) flexible discs. The circuit boards are IBM PC-compatible which ensures low-cost reliability, and guarantees compatibility with any expansion boards used in the IBM PC.

Provided with the PCE is an auxiliary keypad allowing direct generation of control codes that

would otherwise take a number of keystrokes to accomplish. The PCE has a battery back-up, so that no data is lost in the event of a power failure, and the 10M of Winchester disc storage which is available as an option is fully compatible with the IBM XT, and fits within the unit housing. The system is priced at £2795 in the UK, which includes a full 12 months on-site warranty. Upgrades to provide local-area networking and distributed data processing will be available in 1985. TDI Workstations are at 29 Buckingham Gate, London SW1 6NF (phone 01-8266047).

## TRASHMAN OF THE YEAR

Who is, believe it or not, your own beloved editor. At New Generation's promotional party a couple of weeks ago, the computer Press were competing for this coveted title (and the accompanying free weekend for two in Paris). The editor of Personal Computer Games, Chris Anderson, got away to a

flying start with a massive 9142 points, but your editor's deftness with a joystick pipped him by 45 points in a nail-biting finish which left everyone else standing (third place was Tony Hetherington of PCW with 3100-odd). Thanks for the prize, guys.



## TANDY'S 2000

The latest microcomputer to be launched by Tandy in the UK is the high performance MS-DOS system, the Model 2000. Aimed at the professional user, it uses an Intel 80186 16-bit microprocessor, almost three times as fast as other MS-DOS based systems currently in the marketplace. The Model 2000 disc drives (5 1/4" floppy disc) have over four times the storage of drives in competitive computers such as the IBM-PC. The system also has twice the colour resolution (640 by 400) and

twice as many colours (eight) and optionally features a built in 10-million character hard disc drive.

A wide range of programs will run on the Model 2000 including PFS, Microsoft-Word with its state-of-the-art interactive MS windows, word processing, graphics and filing, Microsoft-Multiplan spreadsheet analysis to the Thinking Software series, and a communications program allowing access with major information networks.

The modular 2000 has a detachable low-profile keyboard and optional Digi-Mouse

for easy cursor movement. Its 128K RAM is expandable to 768K and it is available with a high resolution monochrome monitor with 12" non-glare green phosphor screen or a colour monitor with a 14" screen. The case is white, and has an 8 1/2" by 12 1/4" footprint.

If you're shopping around for other equipment, though, a new comprehensive full colour catalogue of the full range of Tandy computers and ancillaries is now available free of charge from all 228 Tandy stores and participating dealers.

Containing 47 clearly illustrated pages it includes concise information on the Tandy ranges of large and small desk-top business micros, portable and transportable models, home, educational and colour computers as well as details of the various operating systems and applications software. It also features printers, accessories, educational systems and a wide variety of computer centre training sessions. Each section clearly defines the user area, specifications, price, and summary of special points.

Tandy's high street computer centres will normally carry the full range of equipment specified in the catalogue but it will prove especially useful as a reference in other outlets where only a limited computer stock is carried.

Copies of Tandy's 1984 Microcomputer Catalogue may also be obtained from Tandy's marketing department at Tameway Tower, Bridge Street, Walsall, West Midlands, WS1 1LA (phone 0922 648181).

Finally, British Telecom's electronic mail service, Tele-

com Gold, is now available at privileged registration price at £19.95 to individual customers who purchase computer products at Tandy computer centres or already own a Tandy computer.

Tandy Corporation and Telecom Gold have produced the Infocomm package which enables a customer to join the Tandy electronic mail user group and benefit from a wide range of Telecom Gold International Dialcom Network Services. These include instant correspondence, telex, radio paging, external database systems, information storage and Telecom Gold's Helpline facility, and there is the added advantage to the Tandy customer of being able to communicate directly with Tandy computer centres and the Tandy customer service group.

The package contains registration documents and a guide to the service. The application is forwarded from the computer centre to Telecom Gold and the user is shortly allocated a mailbox number, a straightforward guide to electronic mail, a teach yourself tutor and a telephone Helpline number.

Training sessions are available at Tandy computer centres (£39.95 for a 1/2 day course) to help customers maximise on the service and their particular equipment.

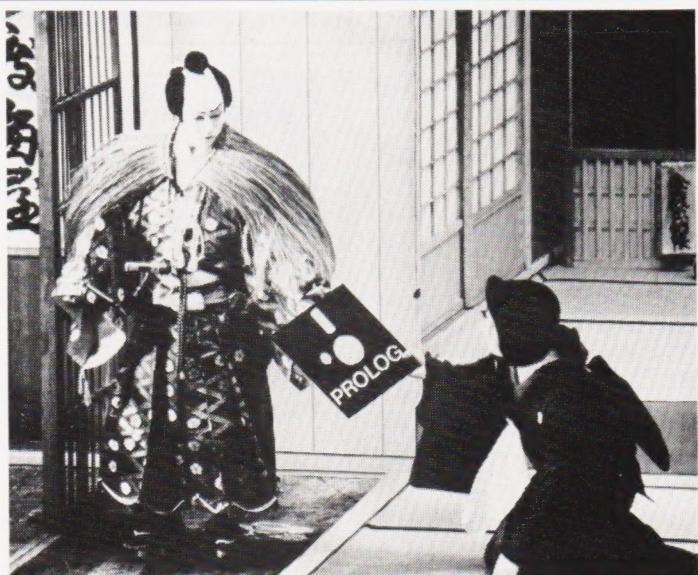
## MR AND MRS

We'd like to offer our congratulations to ex-editor of Computing Today, Henry Budgett, and his wife Jennie, on their marriage last month. Can we expect the pitter-patter of tiny peripherals soon?

## THE DISC THAT IS NOT ROUND...

...the arrow that is not aimed, and other Samurai phrases. In contrast to the normal direction of imports and exports, the British company Expert Systems Ltd has signed a contract with a Japanese company to distribute their range of Prolog-1 interpreters in Japan. Expert Systems' version is in advance of Japanese developments in Prolog, and is leading to a soon-to-be-announced expert system development tool.

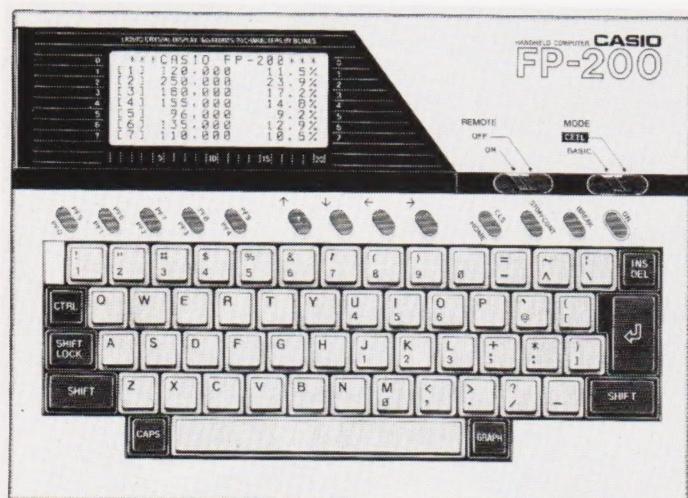
The photo, we think, shows a representative of Expert Systems offering a demonstration disc to a leading Japanese computer expert. Doesn't it...?



## DRG MEAN BUSINESS

DRG Business Systems have launched a major attack on the fast growing market for computer systems for the small business. Through their Microsystems Division, DRG have announced a low cost microcomputer package called The Business Manager at an entry price of £2995.

The Business Manager is based on the Apricot Microcomputer, voted the Best Business Microcomputer of 1984, and has been designed specifically for the first-time business computer user in that it includes all the hardware and



## CARRY A CASIO

Extending the Casio computer range is their latest FP200 design, an A4 size unit ideal for carrying in a briefcase. This

software requirements of a small business, together with a comprehensive package of computer supplies sufficient for at least three month's normal usage.

Software provided with Business Manager includes a general ledger accounting system modelled closely on a manual book-keeping system which allows the user to implement the system quickly and with minimum disruption to the normal operations of the business. As the user's experience of the system grows, the system grows, the full facilities of a highly sophisticated computerised accounting system can be implemented on a gradual basis to accommodate the requirements of the particular business. Upgrades to the system can be added with minimal disturbance to normal operations.

A spreadsheet business and financial planning package is included with the system to allow the small business to develop powerful models of business operations, and to produce forecasts of business activity and cash flow, previously inconceivable for the small business. If desired, this package can be upgraded to allow results of a business model to be presented in graphic form, to allow trends to be more easily interpreted.

Wordprocessing software allows the creation of letters, memoranda, reports, and mailings. The wordprocessor also includes a flexible mailing list facility for the production of

handy personal computer has a built-in 'spread sheet' function using CETL (Casio Easy Table Language) for easy structuring and manipulation of tabular data. The FP200 also supports

standard letters and a spelling check utility to eliminate typing errors. Full facilities are available to create dictionaries for specific trade nomenclature and jargon, thus reducing dramatically the requirement for typing staff to be fully trained in the 'language' of any specific business.

Communications facilities allow the user to establish a link with other microcomputers. And if desired, an on-board autodial modem is available giving access to Telecom Gold (an electronic post system) which allows instant distribution of messages to remote offices, as well as the capability to transmit telex messages direct from the computer keyboard. Further upgrades

extended BASIC language.

The liquid crystal display, which can be adjusted for optimum visibility at any viewing angle, has eight lines each of 20 characters for easy reading of table formats, with data positioning indexed under CETL through simple file name/row/column address. Alternatively, for graphics, the LCD offers 160 by 64 dot placings.

CETL has only 16 fundamental commands to handle all data editing, processing and input/output. It is therefore very easy to learn.

In standard form, the FP200 is supplied with 8K RAM and 32K ROM. It has an RS232C modem port, Centronics/parallel printer port, plus a cassette socket with remote on/off. Memory expansion is possible in 8K steps up to 32K RAM and up to 40K ROM.

are planned to allow full access to the Prestel Information system.

A calendar and addressbook database package is provided allowing the user to store details of customers, suppliers, and important dates in an easy-to-use format.

The software provided is all accessed via a specially developed menu system with on-line help facilities which allow the user full access to the facilities available without specific computer knowledge or experience. More sophisticated users can upgrade this system by developing their own menus to further assist their staff in getting to know the system.

A high quality dot matrix graphics printer is included in

The Casio FP200 mainframe (!—Ed) is a compact 310 by 220 by 55½ mm unit, weighing barely 1½ kilograms and fitting neatly in a briefcase for carriage and on a lap for active use. Based on the 80C85 processor, it is powered by four AA size batteries, with an extra pair of AAs for memory protection.

Optional accessories include AC mains adaptor and the 8K RAM and ROM packs, while attachments available include four-colour mini plotter-printer, RS232C modem lead, and the cassette lead.

The Casio FP200 handy personal computer starts at a recommended retail price of £345 plus VAT: sales enquiries to Casio Electronics Co Ltd, Unit Six, 1000 North Circular Road, London NW2 7JE (phone 01-450 9131).

the package for computer output, and a letter quality daisywheel printer can also be connected if typewriter quality output is a priority. All necessary cabling and connections are supplied as standard.

The DRG Business Manager package is only available from the nationwide chain of DRG Microdealers who are equipped to supply the local back-up and support necessary to ensure that users obtain maximum benefit from the system.

For further information contact Chris Lindsey/Linda Good DRG Business Systems, Microsystems Division, 13/14 Lynx Crescent, Winterstoke Road, Weston Super Mare, Avon (phone 0934 32525).



## BET ON QUICKSILVA

The Argus Press Group, publishing arm of British Electric Traction (BET) has acquired one of Britain's leading computer games software companies, Quicksilva Limited and its US associate, Quicksilva Inc, for an undisclosed amount.

Quicksilva, founded four years ago by software entrepreneurs Nick Lambert and John Hollis, was one of the first companies to produce highly visual, fast-action games for popular makes of microcomputers.

Quicksilva Inc operates as a sales and marketing arm throughout the USA for Quicksilva products and those of other British software houses, including Virgin, A & F, and Salamander.

Argus Press plans no major change to Quicksilva's existing operations. It will continue to be run by managing director Rod Cousens as an autonomous

company within the Argus Press Group, based at its Southampton offices.

Chief executive of the Argus Press Specialist Magazines Division, Jim Connell commented, "Quicksilva have rapidly established themselves as one of the leading software companies within the United Kingdom and this investment furthers our expansion within the software market place. I am delighted that Rod Cousens will be continuing in his role of managing director of the company to mastermind its expansion."

Rod Cousens stated, "I look forward to working with a new board of directors who are committed to the continued growth of Quicksilva. This marks a new era for the company. We are confident, enthusiastic and excited at the prospect of future developments which will enable us to maintain our position of prominence in the market."



## W. H. SMITH'S BRANCH OUT

On 1 June, the first W. H. Smith Business Computer Centre — quite separate from the High Street branches — opened in Crawley, Sussex. This is the first of three centres opening this year in the south of England. W. H. Smith Business Computer Centres intend to become a national chain.

Mr Val Lewthwaite, the W. H. Smith Divisional Director responsible for the Business Computer Centres, said: "Computers are now very much part of our everyday lives, yet market research shows that about 70% of all small businesses have no computer of any kind. Microcomputer applications can be a huge help to small businesses and the professions. Through our W. H. Smith Business Computer Centres we will help busi-

nessmen and women make the best use of the new technology available to them.

Key features of the W. H. Smith Business Computer Centres will be:

- A large staff of highly-qualified communicators, combining considerable business and computer software knowledge.
- An emphasis on spending as much time with customers as is needed. Said Mr Lewthwaite: "We want to understand the problems and opportunities of customers' businesses. We must gain their trust and confidence and provide support in the way of service, advice and training."
- A training room — called a Computer College — is an integral part of each Centre. This will be run by an experienced software trainer.
- Flexible opening hours to meet the diverse needs of cus-



## A WORD IN YOUR EPSON

Epson is including the Intext word processing and communications software package by Talbot Computers of Bour-

ton. It is appreciated that it is often quite difficult for businessmen to find sufficient time within their regular working schedule to learn about microcomputers.

- Comprehensive after-sales service — two engineers will work from a fully-equipped workshop at each Centre.
- Carefully selected sites in high traffic locations on the edge of town centres with good parking facilities.

The W. H. Smith Business Computer Centres are targeted at small businesses and professional firms. The relaxed yet professional approach will encourage customers to discuss their business requirements in everyday language. They will be encouraged to sit in front of the product and use it extensively before purchase.

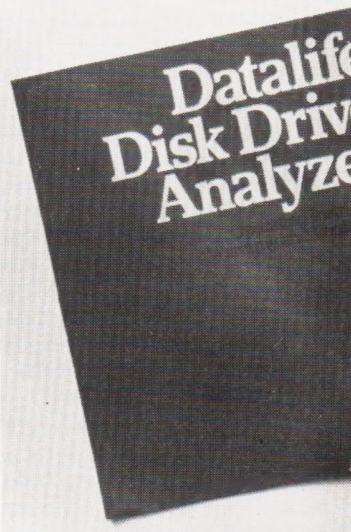
Mr Lewthwaite said: "We want to build a relationship with our customers akin to that of a general practitioner in the medical profession. First of all we will undertake diagnosis to establish the nature of the customer's problem; secondly, we will prescribe a solution; and third, we will undertake longer-term aftercare."

The computer hardware available at the W. H. Smith Business Computer Centres comes from WANG, ACT, Hewlett Packard and IBM. A wide variety of proven software suitable for business needs is stocked, as well as computer peripherals.

nemouth with all HX-20 portable computers shipped over the coming months. The software is provided as a ROM (read only memory) and comes with a comprehensive user manual. The package transforms the HX-20 into a powerful communications system for easy access across telephone lines to other databases or electronic mail systems.

The Intext package allows the HX-20 to perform as a portable memory typewriter with its own integral printer for proofing; a microcassette drive for storing text and an LCD (liquid crystal display) for viewing and editing.

A text file of up to 12,500 characters can be created on the standard HX-20, or increased to 29,000 characters using an optional memory expansion unit. Standard editing facilities include insertion, delete and search. Special function keys make it possible to



jump to the top or bottom of the text and to scroll through a document, four lines at a time.

Frequently used words, short phrases or passwords and IDs for electronic mail can also be programmed into special function keys which allow insertion in the text file with a single keystroke. Similarly, user-selectable codes can be defined to indicate bold face, underlining, centering, tabbing and so on.

The integral communications facilities allow users to send and receive messages across the telephone line using Telecom Gold, Comet or other user networks. The HX-20 also functions as a portable telex machine sending messages from anywhere in the world. These can be automatically routed by Telecom Gold or through Talbot Computer's own Intext Users Group for a registration fee of £27 plus a monthly rental of £7. Alternatively, messages can be sent directly to any location with an appropriate receiving station using Talbot's special Dialtext remote printing system.

While the HX-20 has its own integral microcomputer, it can also be used with external printers for producing hard copy and communicates with other computer equipment including minis and mainframes.

The Intext word processing with comms package, normally costing £75 plus VAT, is now included in the standard HX-20 price of £411 plus VAT. For further details, contact Epson at Dorland House, 388 High Road, Wembley, Middlesex HA9 6UH (phone 01-902 8892 : telex 8814169).

## BEEB'S PRESTEL

A new viewdata interface that links the BBC Microcomputer to Prestel and electronic mail services has been launched by Acorn Computers Ltd. The Prestel Adaptor connects the Beeb directly to the telephone network, turning it into a powerful two-way computer terminal. The system can then automatically dial-up and access remote computers, including the Prestel and Telecom Gold facilities.

With the Prestel Adaptor the BBC Micro can play new and important roles in the office or at home. For example it can tap the huge database of information and consumer information published by Prestel, send and

receive instant (and secure) electronic mail via Telecom Gold, and handle the increasingly sophisticated Prestel services such as teleshopping, Micronet 800 and Viewfax information.

Acorn's Prestel adaptor features a number of useful facilities. For example, it can handle telephone numbers stored by the computer on disc or tape. Together with the autodial facility, this makes connection to frequently-used services fast and reliable. The adaptor also contains special built-in software to download telesoftware programs from the Micronet 800 database on Prestel.

The Prestel Adaptor is pac-

kaged in a cream-coloured case matching case matching the BBC Micro. It plugs into the RS423 port on the micro and the Type 600 BT telephone socket. The unit operates in full duplex mode, baud rate 1200 (receive)/75 (transmit), and conforms to the CCITT V.23 specification.

The Adaptor costs £113.85 including VAT, and comes complete with a viewdata telecomms ROM (which plugs into one of the spare sideways ROM sockets inside the micro) and comprehensive user guide. It is available only by mail order from Vector Marketing, London Road, Denington Estate, Wellingborough, North Hants NN8 2RL.



## DISCS ON THE COUCH

The Disk Drive Analyser, a new Verbatim product from BFI Electronics Ltd, is a floppy-disc-based program designed to test and display a diagnostic report on certain disc drives as they are running. At present the analyzer may be used with Apple II, Apple IIE and IBM PC disc drives, but will be extended soon to cover other makes and formats. BFI claim that operation is so simple and quick that it will eventually become a popular accessory, particularly in high volume business environments where optimum performance is a prime requirement of heavily used drives.

The analyzer package includes a test disc and an

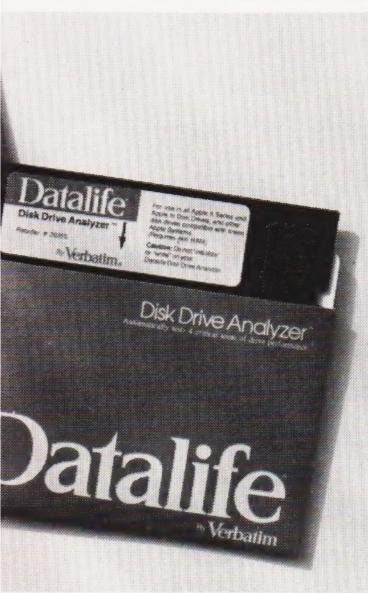
operating guide providing simple step-by-step instructions. The disc is placed in the drive and the required test selected from a screen menu. A full test program may be carried out, including checking radial alignment, disc speed, disk clamping and read/write performance, or any one of these as an individual test.

The test disc generates a series of precision signals designed to ensure that if the disc is not centred correctly the read/write head picks up a sub-standard signal. The analyzer software analyses these results as good, fair or poor. In a similar fashion RPM may be monitored accurately from the frequency rate of the signals. Again, the screen display indicates speed accuracy as good, fair or poor.

The disc clamping mechanism is also monitored, as are the write/read functions. In the latter test, the drive is required to record and then play back a series of random numbers. The result in this case is simply a pass or fail.

The drive analyzer is designed to ensure peak drive performance at all times, and takes only a few minutes to run through all tests. The screen display and simplified menu are exceptionally user friendly, making it difficult even for beginners to make errors. It is backed by a full one year warranty.

More information can be obtained from BFI Electronics Ltd, 516 Walton Road, West Molesey, Surrey KT8 0QF (phone 01-941 4066 : telex 261395).



# Now, the BBC

The BBC Micro has now taken a giant step into the world of business computing.

With the addition of its new Z80 second processor, it is the first computer at anywhere near its price to become fully compatible with CP/M software.

As most business computer users can verify, CP/M is the most widely used form of software in business today.

For £299, you're well and truly in business.

At £299, the Z80 adds 64K of usable RAM to the BBC Micro. And it allows you to use the CP/M 2.2 computer operating system.

It's extremely fast.

And besides giving you access to a vast new area of software, it enables you to use GSX graphics-based programs, the perfect complement to the BBC Micro's own superb graphics.

Free software and languages.

The Z80 second processor comes complete with five CP/M business programs.

To handle your word processing, there's MemoPlan. It's a program with some highly sophisticated features, such as a safeguard against data loss through power cuts and the ability to show two documents simultaneously on the screen.

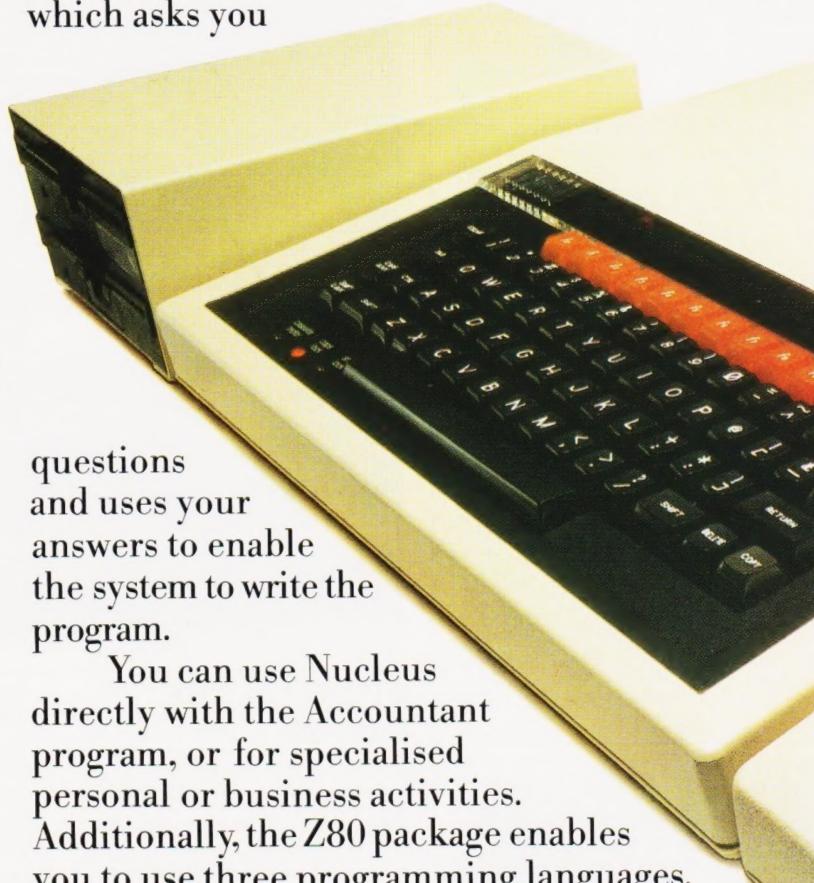
To form your CP/M personal database, there's FilePlan. It stores names, addresses, telephone numbers, stock listings and more. And if you use it with MemoPlan, you can generate personalised letters, labels and mail shots.

To produce forecasts and analyse groups of figures diagrammatically, simply use the GraphPlan program. This is incredibly helpful in working out vital business calculations, converting them into graphs and charts.

Meanwhile, in the book-keeping department, there's the Accountant program.

Use it to enter day-to-day transactions into the computer. Then, at any time, you can ask the computer to produce lists, summaries, reports, audit trails and trial balances. You can readily expand this package to a fully ledger based system, complete with payroll and more.

Finally, to help you to develop your own programs without having specialised experience, the Z80 comes with another software package called Nucleus. It's a system generator which asks you



questions  
and uses your  
answers to enable  
the system to write the  
program.

You can use Nucleus directly with the Accountant program, or for specialised personal or business activities. Additionally, the Z80 package enables you to use three programming languages.

Your BBC Micro instantly becomes multi-lingual.

To simplify writing your own software with the Z80, there's BBC BASIC.

For running professionally written business programs, there's Professional BASIC.

And then there's CIS COBOL, the leading microcomputer version of COBOL, the language used in mainframe computer applications throughout commerce and industry.

With CIS COBOL, the Z80 also gives you two sophisticated programming aids.

# Macro.



One is Animator, an award winning debugging tool which enables you to identify programming errors quickly and easily.

The other is FORMS 2, which helps you to write your own interactive programs in COBOL.

With all these sophisticated features, the Z80 package is exceptional value for money. Indeed, bought separately the programs and languages could cost as much as £3,000.

#### See the Z80 at work.

The Z80 second processor is designed to be used with the BBC Micro Model B incorporating a Series 1.2 Machine Operating System and linked to a dual 80-track disc drive, a printer and monitor.

Ask your BBC Micro dealer to show you just how far it can go in the world of serious business computing.

For your nearest dealer, ring 01-200 0200.

#### Technical specification.

The Z80 has a 64K Random Access Memory, running CP/M 2.2 which provides approximately 55K bytes of RAM for user programs.

It operates at a clock rate of 6MHz.

Power supply is integral. Height, 70mm. Width, 210mm. Depth, 350mm.

**The BBC Microcomputer System.**

Designed, produced and distributed by Acorn Computers Limited.

## IT'S SHOW-TIME

Suddenly it's exhibition season, with no less than four major shows within the space of a month. Your editor has tired feet. First off was Cetex at Earl's Court, a trade show which saw the first major public demonstration of the new range of MSX machines from the Japanese. JVC were demonstrating the video interfacing of their computer, which is one of the only ones I know that utilises the 'External Video Input' pin on the Texas 9918 display processor chip. Consequently it's possible for the JVC machine to mix its computer graphics with the output from a video recorder or disc player. The concept conjures up interesting possibilities for both games and training or educational applications.

Toshiba were exhibiting their entire range of electrical goods

on a vast stand, with the MSX range tucked into a corner running some rather impressive games software on cartridge. The graphics quality was just about the highest of any machine I've yet seen that uses the Texas chip.

Mitsubishi's MSX offering was a bit on the weak side, with two demo computers doing nothing much at all while I was on the stand, and a brief leaflet. On the other hand, they had a most amazing demonstration of something we've waited a long time for. Hang-it-on-the-wall flat-screen TV is here. It isn't cheap and it has a 'pixelly' look but it works exceptionally well. It doesn't work like a normal LCD display — that wouldn't be bright enough — but uses fluorescent backlighting to produce a really luminous image. The panels are modular, so if you feel like it you could cover a whole wall: the version I saw

was about 4' by 3', and together with the controlling computer, mixing desk, professional video camera and so on, costs about £250,000. Start saving now.

Dragon Data had a standful of goodies, like a C compiler for only £79.95, the new Dragon Professional (a bit like a smaller Dragon with twin Sony 3½" floppies on top and the OS9 operating system inside), the fairly hush-hush Dragon Beta with lots of memory, colours, bells and whistles, and a great deal of software. Two days later I read that they'd called the receiver in...

Star of the show for me, though, was Markplan's stand. They were exhibiting a remarkable gadget called the Star Sculpture, which consists of a glass sphere about 12-15" in diameter sitting on a black base. Inside there's a near-vacuum of rare gases, and when it's turned on, 'living

lightning' arcs from a central bulb to the inner face of the sphere. The colour of the plasma discharge seems to depend on the charge density, so the central bulb ripples with a red glow like the surface of a star, while blue-green fingers of fire stream outwards. As you run your hands over the sphere, the lightning alters to flow into patterns around your fingers. Microprocessor-controlled (of course), the thing is almost impossible to describe adequately, but I fell in love with it and I want one. Catch is, they cost about £2000 each. Now if everybody reading this sent in 5p...

Star of the Office Automation Show at the Barbican for me was the Apple stand, with the Lisa 2, Macintosh and Apple 2C all up and running (until I crashed a 2C. Harumph). I was told that Apple are still on schedule for their flat-screen 80 by 25 portable display to be ready by Autumn (can't wait) and then wandered down to the Macintosh classroom to play with the beast. After an hour's tuition by a slightly over-the-top chap complete with gown and mortar board, I entered the Win-an-Apple-Mac-a-day competition. Unfortunately I only got a consolation prize of a T-shirt covered in Apple advertising. Maybe I'll get it overprinted ("I went to the Macintosh stand and all I got was this lousy T-shirt").

Next on the agenda was the Fifth International Commodore Computer Show at the Novotel (formerly Cunard) Hotel. Commodore, as one of the few big companies who didn't make a massive loss last year, were understandably banging the drum with their "Number one and here to stay" message. Two new home computers were launched: the Commodore 16, a beginner's machine with 16K RAM, full-size keyboard, 121 (!? — Ed) colours and advanced BASIC; and the Plus/4. The Plus/4 straddles the gap between home and business computing, with 64K RAM and four built-in application packages (definitely an idea whose time has come). The packages are the standard business set: word processor, spreadsheet, database and business graphics. There is a screen window facility so that you can view two packages simultaneously and the whole thing costs £249. The Commodore 16 is priced at



Centurians play APS's Fall of Rome at the Computer Fair. Is it in Latin?



Supersoft's Peter Calver sneaks a plug for his software at the Commodore Show.



The Commodore 16 is a new model for beginners.



The Plus/4 is Commodore's home/business model.



The Z-machine — censored by Commodore.

£129.99 including a cassette unit, an Introduction to BASIC and four games.

Another Commodore launch at the show was Compunet, which will offer the full range of viewdata services for the price of a modem (£99.99) and a subscription. (The first year's subscription is free to purchasers). As someone pointed out to me, Commodore

have manufactured more modems than Micronet already has subscribers...

Now, a tale of left and right hands. The blank photo is courtesy of Commodore. Later that day I attended Commodore's preview session of their two new business machines (still under development) — an IBM PC-compatible which Commodore



What lovely legs — and the girl's nice too.

hopes will make it the major competitor to IBM, and the Z-machine. This is the codename for a Lisa-like machine being developed by Commodore's Z-Team (no relation to George Peppard), although it was quite fascinating listening to the team leader trying to describe the computer without actually mentioning the Lisa, or Apple, or icons. The prototype, which features a 1024 by 1024 screen (graphics memory alone is 128K!), windows, mice and the rest, was housed in an old PET case because the "beautifully styled" case was still coming through Customs. I asked if I could get any photographs and was told I could come back at any time.

I did so on the Saturday. Having lugged my camera equipment from one side of London to the other, and being given the run-around for a couple of hours, I was told by a second individual that no Press photos were permitted; I didn't even get a peek at the thing. Commodore told me they were sorry; I wish I believed them. To paraphrase Lily Tomlin on Bell Telephones: "We don't care."

We're Commodore. We don't have to."

I'm not sure why I should offer advice after that, but in my opinion the Z-machine, which is just the project name, should be marketed under that title. It has a really nice ring to it, but I expect the thing will go out with just a mouthful of numbers for identification.

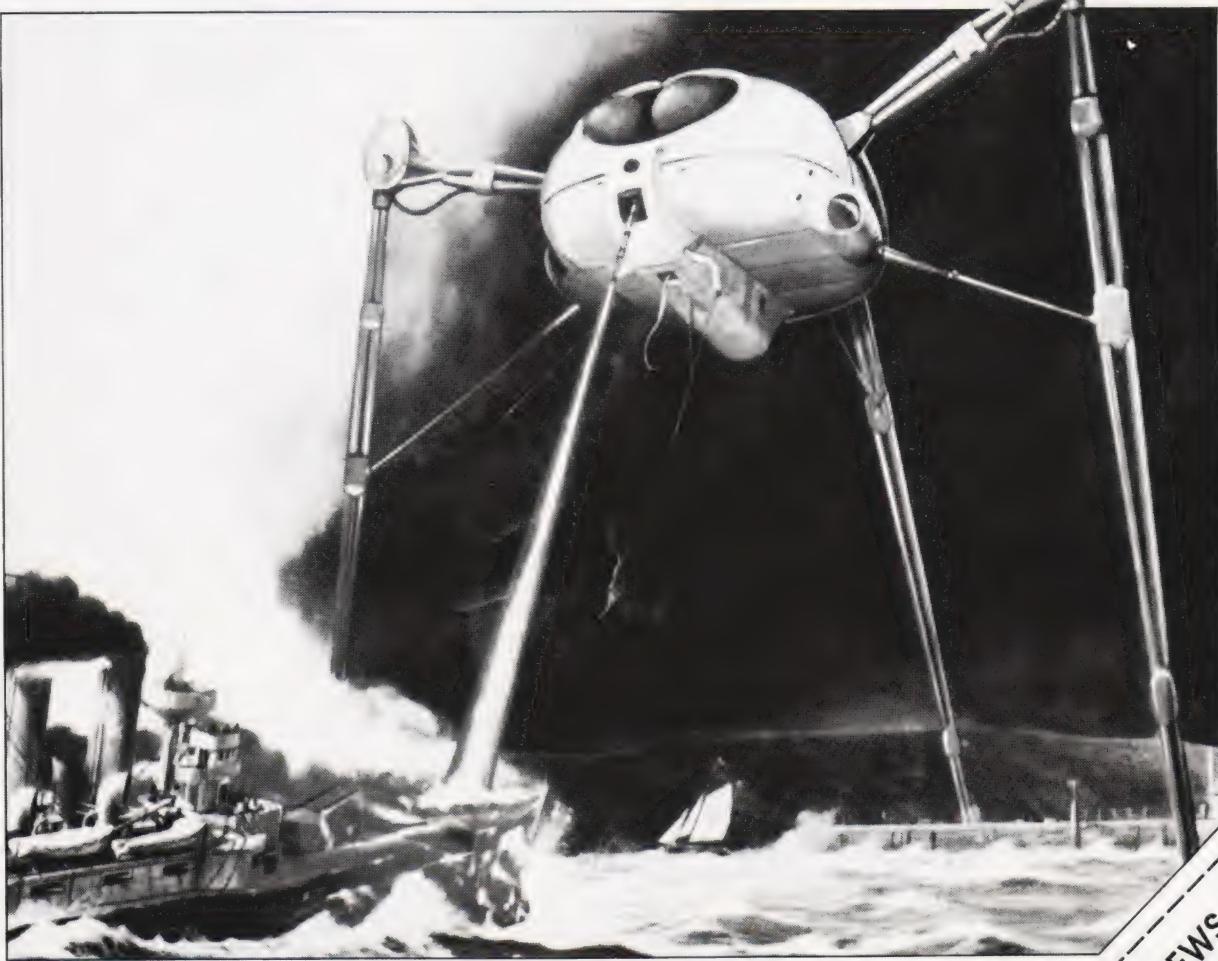
Finally we had the Computer Fair at Earl's Court, which was something of a disappointment with no new products being launched, and several major firms like Amstrad absent altogether. However, Dragon Data were at this show too, full of high spirits and confident that a rescue operation would salvage things. I hope so: it's been a long wait since the Dragon 32 but they now have some good products coming along.

Of course, one of the attractions of the Press Preview at this show was seeing all the odd characters wandering around, such as the Hulk and Spiderman, a floppy disc with large feet, a robot, some Roman centurions and Roger Mifflin...

# NEXT MONTH

# computing today

SEPTEMBER ISSUE  
ON SALE  
AUGUST 10th



In next month's Computing Today our Adventure reviewer will be running for his life from the Martian heat rays in War of the Worlds, as well as learning about economics, hand-to-hand combat and downright low cunning in Parts 1 and 2 of the Ket trilogy. Control Universal's 6809 Second Processor for the BBC Micro will be on our testbench, as well as Commodore's portable SX-64. We'll be looking at a new range of machine code tutors for the BBC, 48K Spectrum, Atari and Commodore 64, and of course there will be useful programs for a variety of machines. Don't miss the September issue.

Articles described here are in an advanced state of preparation but circumstances may dictate changes to the final contents.

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Computing Today

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COMPUTING TODAY AUGUST 1984

The excitement of the original Apricot launch (notable for the use of a lithe blonde model and the subsequent charges of sexism which were levelled at ACT for months afterwards) seems hard to recapture now. The original machine had a very different specification from most of its competitors: housed in a gleaming white case was a full 256K of RAM, compared with the meagre 64K or 128K offered on most systems. The Sony 3½" disc drives seemed revolutionary, and the liquid crystal 'micro-screen' with touch-sensitive function keys took away one's breath.

Today, the Apricot seems more 'different' than revolutionary. To a certain extent, disillusionment has set in. The Sony drives, though very reliable and comfortable to use, proved to be a little slow for the demands of 'serious' work. Many more systems are marketed with 256K RAM as standard nowadays — and there are even some doubts about the advantages of the liquid crystal screen.

The new Apricot xi is ACT's new chance in the fiercely competitive 16-bit business computer market. It incorporates two striking design changes. The first is entirely cosmetic — the system is encased in dark grey plastic instead of the gleaming white which ACT had made their trademark (ACT would no doubt call the colour 'anthracite' by comparison with the Cavalier CD and the Escort XR3i). The second change is genuinely exciting — one of the Sony floppy disc drives has been replaced with a 10M hard disc (a 5M configuration is also available).

## REVELATIONS

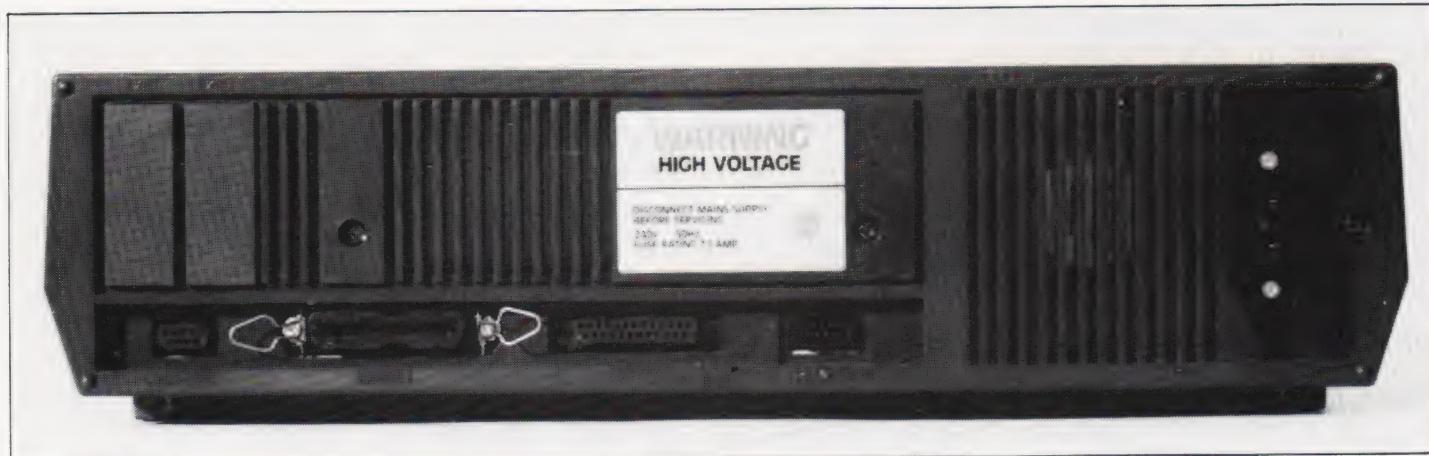
Reviewing the Apricot in this new guise was a revelation. Fast disc access creates a feeling of confidence and smooth operation which is far less easily achieved on the floppy disc version, and (as you might expect) disc-bound operations like databases become far less onerous. ACT plan to support partitioning of the hard disc such that, for example, MS-DOS can have 4M and Concurrent CP/M can have 6M. However, you should note that the CP/M and Concurrent CP/M versions of the hard disc are still under development.

# THE EXCELLENT XI

Simon Dismore

**ACT, originally the UK vendors of the Sirius, decided to design their own Apricot machine to avoid problems with US supplies. Their first model, announced with much razamatazz in 1982, has been quietly joined by a bigger brother — is bigger more beautiful? The Apricot xi makes a powerful case.**





The back panel of the xi. From left to right we have the keyboard port, printer port, RS232C port and monitor port.

The price of the 10M Apricot xi is £2995, compared with £1890 for the standard dual floppy model. The 5M configuration is currently priced at £2695, which represents rather a poor bargain compared with its bigger brother — £300 buys you an extra 5M, and any seasoned hard disc user will tell you that your disc requirements are the last place to economise.

As an operating system, MS-DOS is quite similar to CP/M in its interface to the user. "DIR" displays a directory, "TYPE" displays a textfile, and so on. To the user, there are three really significant differences: disc access is considerably faster (the MS-DOS routines for allocating disc space seem to be far superior to CP/M, and are further improved by keeping much of the directory allocation in memory, rather than out on the edge of the floppy disc). The two other differences are borrowed from the Unix operating system, which is itself marketed by Microsoft for larger machines under the name 'Xenix'.

Unix (and likewise MS-DOS) permits the output of one program to become the input to another. Under MS-DOS, for example, there is a simple little utility called MORE which reads input and displays it on the screen, stopping at every screenful until a key is pressed. Of itself, this seems a fairly useless facility, but when (say) the directory is 'pipelined' through to MORE the advantages become obvious. No more messing around trying to press Control-S at the precise moment where you want to freeze the screen — let MORE do the work for you.

ACT describe a typical application of this in their User Guide. Given that DIR pro-

duces a list of files showing their size in column 14 of each line, and the SORT and MORE utilities, the command "DIR | SORT/+14 | MORE" produces a listing, a screenful at a time, of files sorted in order of size.

MS-DOS has also borrowed the Unix concept of directory paths, which are a boon when working on a hard disc which might easily contain over 500 files (see our description on the next page). Taken together, these three facilities certainly show that MS-DOS is more than just a one-for-one copy of CP/M. If only the benefits of MS-DOS and Concurrent CP/M could be combined in a single

operating system!

## HARD FACTS

We found that the 9" screen was not as hard to use as we had expected, though the news that ACT will shortly be supplying a 12" monitor may come as good news to those who have to use that system on a regular basis every day. An anti-glare finish combined with adequate, if not excellent, character designs ensured that the Apricot could be used in averagely bad lighting (and there are tools provided for designing your own character set if you prefer).

The keyboard unit caused unexpected frustration. ACT have not differentiated be-

tween the main keyboard and the special editing and cursor keys, which gives a pleasing compact impression to the eye but can often fool the fingers. Non-typewriter keys should have been finished in a different colour, like the function keys on the top row. In use, the keyboard tended to attract errors: it has a very 'soft' touch when typing and the close spacing of the keys meant that it was easy to press two or more at the same time. While this is to some extent a matter of personal preference and early training, it does seem that the keyboard is not the xi's strongest point.

The miniature LCD unit, with six touch-sensitive keys, was



The power of the hard disc. With 76 files stored 8,544,256 bytes are free.

## MS-DOS DIRECTORY PATHS

MS-DOS version 2.0 introduced a concept from the increasingly fashionable Unix operating system — directory paths. This is a great advantage for a hard disc machine.

What does this mean? Imagine that you are a manufacturer who uses the Apricot xi for several different applications (for example, mailshots, quotations and a diary which keeps track of sales calls). You have 10 salesmen and two products, so there are  $(3 \times 10 \times 2 =)$  60 different combinations of applications, salesman and product — only one of which will be correct in any given situation. Unfortunately, all your salesmen call their files SALES.LTR, as they find S2/W/IBO.LTR something of a mouthful after a hard lunch at the negotiating table.

After two or three weeks with the system, inexplicable errors start occurring — I.B. Ontarget's quotation for 2000 sprockets gets confused with the mailshot that C. A. Fastbuck is sending to his widget customers, with potentially embarrassing results. One solution is to give each salesman six diskettes — one for each product and each application.

This is scarcely a sensible approach to a computer which has space for millions of characters on a much faster internal disc, so MS-DOS lets you divide the disc into separate areas for each combination. Each directory can have other directories inside it, and two different directories can contain files with the same name without fear of confusion. MS-DOS mimics the Unix conventions for directory names, using the prefix '\ ' to indicate a directory within a command. Users can move between directories using the CD (Change Directory) command.

The most fundamental level of directory is called the 'root' directory, which is reached by issuing the command CD \ . You can imagine this to be either the trunk of a tree (with branches, twigs and leaves representing more specialised directories), or the root of a plant, with finer and finer roots descending from the main 'root' — most books on Unix seem to adopt the terminology of trees while printing diagrams which look like the roots of plants!

Each application is reached by 'paths' through the directories, which are invisible to other directories. So salesman Ian can have a file called SALES.LTR containing a quotation for sprockets (full pathname \IAN\SPROCKET\QUOTE\SALES.LTR) which will not be confused with Chris' general mailshot to all widget purchasers, also called SALES.LTR (the full pathname is entirely different \CHRIS\WIDGET\MAILING\SALES.LTR).

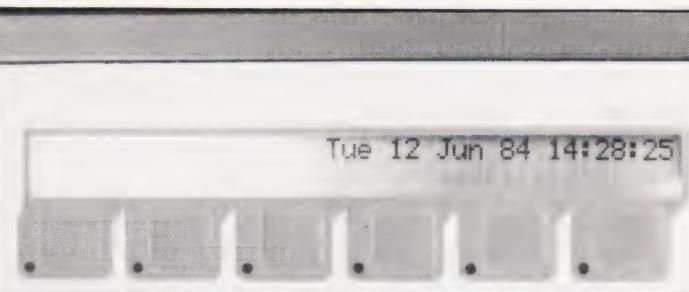
For convenience, MS-DOS can be told which paths to search when looking for programs. So if, for example, SUPER CALC is used to calculate quotations, only one copy need be kept on the hard disc (probably in the root directory). The quotations directories for each salesman are then instructed to look in the root directory for their software.

This all seems very confusing in theory, but the practice is simplicity itself. When, for example, Chris wants to use the system, he issues one command to change to the directory he wants (for example: CD \CHRIS\SPROCKETS\DIARY) and is then free to do whatever he wants without fear of confusion or corruption of other users' files.

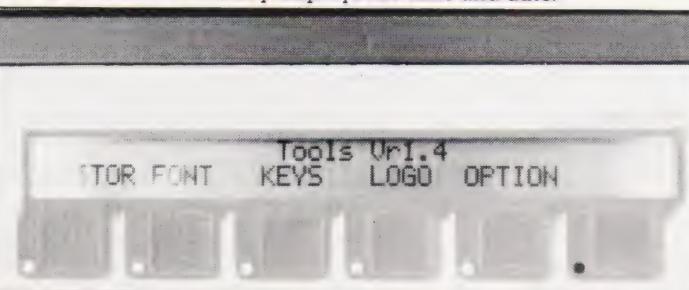
It is interesting to compare this approach with the more rudimentary facilities provided by Digital Research's CP/M operating system (also available for the Apricot). CP/M allows files to be incorporated in different 'user areas', numbered from 0 to 15. This means that up to 16 different combinations of user and application are possible, with any shared data or programs being stored in user area 0 where (if given a special attribute) they can be located by any user. This is much harder to use (users must memorise numbers, rather than shortened names for their applications) and, as we have seen above, even a simple sales office can easily exceed the arbitrary limit of 16 directories.



The Apricot xi's keyboard. A bit too compact?



The Microscreen normally displays the time and date.



Here some keys are programmed (the active keys have lit LEDs).

### FACTSHEET

ACT	Apricot xi
5M configuration	£2695
10M configuration	£2995
CPU	Intel 8086
Clock	5 MHz
RAM	256K standard, expandable to 768K
Bundled Languages	Microsoft BASIC with MS-DOS Personal BASIC with CP/M
Bundled Products	Manager menu environment Tools editor and reconfiguration utility Async communications software SuperCalc 3 and SuperPlanner Display: 4.1 kg (10½" by 8½" by 10") System: 5.4 kg (16½" by 4" by 12½") Keyboard: 1.5 kg (16" by 2" by 7") 80 columns by 24 lines Low resolution block graphics characters High Resolution 800 by 400 under GSX 256 User Defined Characters RS-232C interface (female) Centronics Parallel interface (female) Microsoft Mouse interface (male) Integral 5 or 10M Hard Disc Integral 315K Sony Microfloppy Drive MS-DOS 2.11 with GSX bundled CP/M-86 free on request (not yet available) Concurrent CP/M-86 (not yet available) Expansion memory in 128K increments Intel 8087 floating point processor Asynchronous modem board Microsoft Mouse Colour Monitor (announced, but not yet available) 12" Monochrome Monitor (due in August 1984)
Dimensions	
Display	
I/O	
OS	
Options	

the greatest disappointment of all. Something about the contrast or the character definition seemed to be lacking, and one might in any case suggest that the best place for messages to appear is on the screen, rather than at the keyboard. Frankly, this seemed to be a gimmick which would have been better

implemented with two or three additional screen lines, and fewer unconventional keys.

### SUPER SOFT

The software that was provided was superbly documented. Supercalc behaved as expected, the asynchronous communications were supremely

easy to operate and (in our tests) totally reliable, though it was surprising that the communications software could not detect the presence of the usual line signals (it was quite happy to transmit even when no other machine was present).

ACT also provide the Super-Planner electronic diary and

address book with the machine. This really was a 'noddy' product, and it would be most unlikely to attract any serious users. It provides that simple facility to view a calendar, make appointments and so on, but provided no cross-referencing between appointments and addresses — and the facilities

## THE GRAPHICS SYSTEM EXTENSION

Graphics represent one of the most machine-dependent applications it is possible to imagine. Some machines have low resolution colour screens while others offer high resolution monochrome output. Likewise, plotters and printers have a bewildering variety of features, each driven by incompatible instructions. Digital Research have attempted to solve this problem with a software extension to the operating system called GSX (Graphics System Extension).

This allows programs to make logical requests to the operating system for particular graphics operations. GSX interprets the logical operation using a module designed to drive the chosen device. So, for example, the logical operation CLEAR WORKSTATION causes a CRT screen to clear, but on a printer or plotter it ejects the sheet of paper and prompts for a new sheet to be inserted. The 'device drivers' are entirely independent of the machine on which the operating system runs, within the limits of common sense (printing a colour graph on a monochrome printer will be successful, but may be meaningless

because all the colours look the same).

Applications programs can even ask GSX to describe the characteristics of the current device — number of colours available, range of text fonts, options of dotted lines, and so on. This sort of device-independence is still quite new, so there is not a great deal of software on the market that will take advantage of all the features of GSX, but it promises to be extremely useful in years to come. We have reproduced two examples of the 'same' graph created using GSX, one printed on a Hewlett-Packard 7470 plotter, the other on a Data Products 8010 printer — only one instruction was required to switch output between the two devices.

Device drivers are available for most popular microcomputers, plotters and printers, and even for more esoteric products like digitising pads, and GSX is available for CP/M, Concurrent CP/M (which is now being re-branded as 'Concurrent DOS') and the new version 2.11 of MS-DOS.

On the Apricot we reviewed, there was little scope to test the features of GSX. Only one device driver was supplied (DDACRT.SYS — the device driver for the Apricot's own screen), but there was a useful demonstration program in Microsoft Interpreted BASIC which showed how calls to GSX could be made without resorting to machine code routines. The documentation for GSX (dated August 1983) seemed to be insufficient for most normal users, and quite inadequate for programming: though listings were given for interfacing several languages (FORTRAN, Pascal, PL/1, Compiled BASIC and C) there was no description of the calls themselves and the parameters they require. We thought that ACT should take more advantage of this powerful feature (remember how popular the Sirius became for Computer Assisted Design?) by providing a wider range of device drivers and more software which would make use of them. If you are considering buying an Apricot for graphics, you should check to see which device drivers and applications are available at the time of purchase.

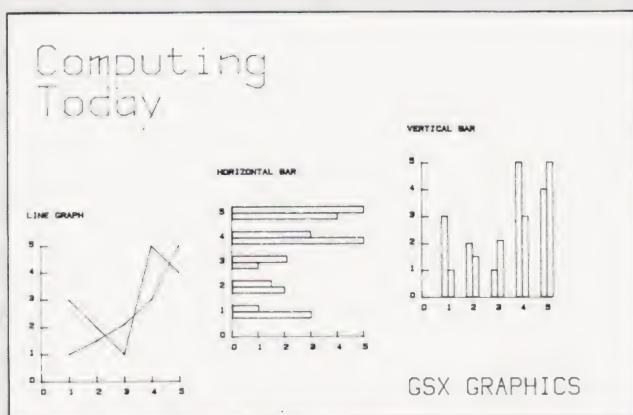


Fig. 1 A sample graph produced by GSX on a plotter.

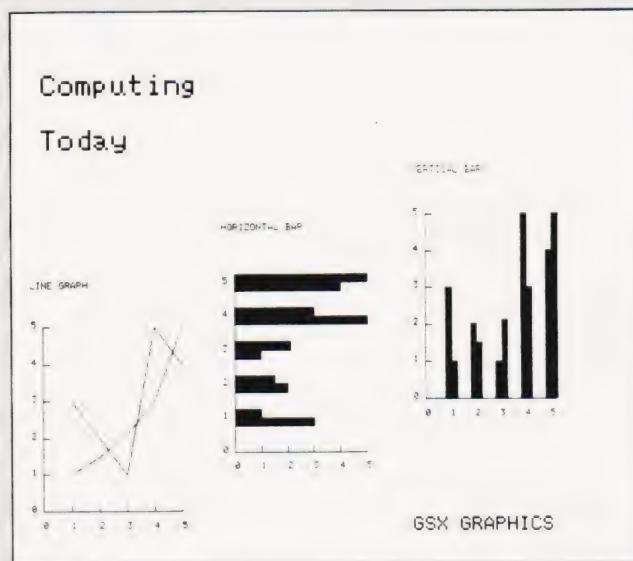


Fig. 2 The same graph sent to a printer.

(DEVICE DRIVERS)

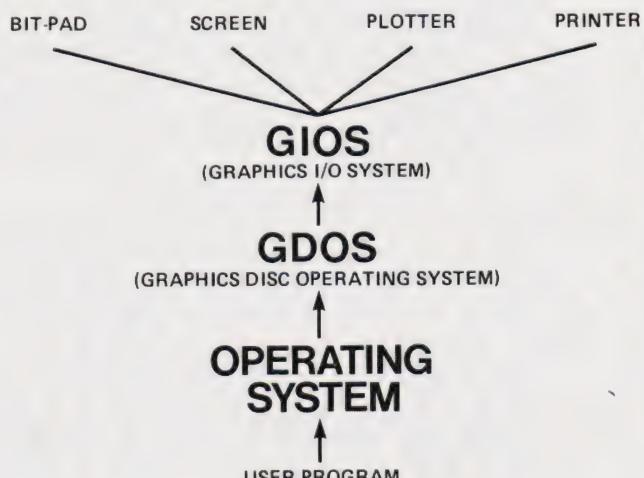


Fig. 3 The GSX system.

for rescheduling an appointment were very difficult to manage. Perhaps the authors should bear in mind that most people are on the telephone when they make their appointments, and do not have the opportunity to indulge in complicated manoeuvres at the keyboard. Still — it comes free with the machine, so it is perhaps uncharitable to complain too bitterly.

## CONCLUSIONS

The Apricot xi represents very good value for money in a 16-bit hard disc system, and will be a benchmark for other manufacturers in price and performance terms. We were particularly impressed with the very high quality of the documentation, with copious use of illustrations and even full colour photographs. Though we had reservations about the keyboard, the lasting impression was of a very 'usable' system, with a lot of attention paid to the needs of inexperienced users.

The Apricot front-end menu system deserves a special mention in this context. In essence, it is very simple: you highlight the name of a task you wish to perform and press the Return key, and the menu system locates the program and runs it for you.



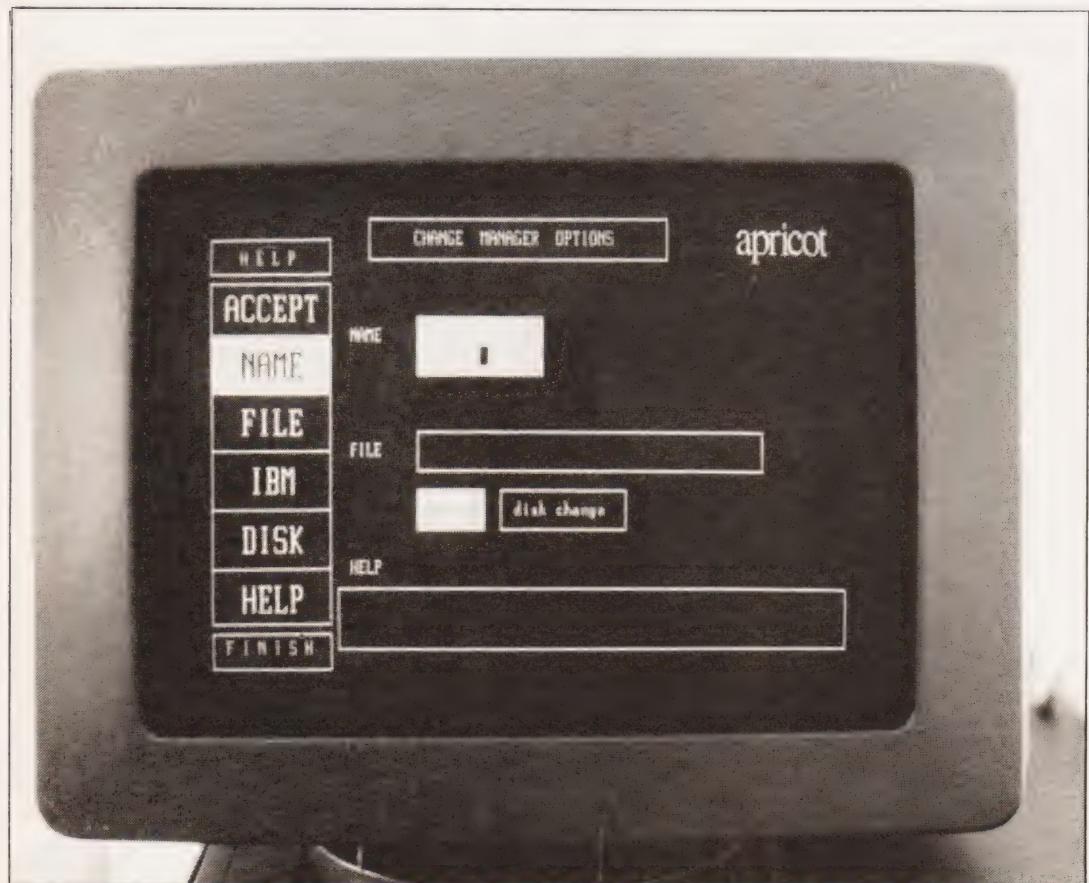
The manager menu. Here we have selected 'change an option' (the white cells).

The design of the software is superb: names of tasks appear at four times their normal height, boxed together in a grid that clearly separates tasks (eg

Communications or Super-Calc) from options (eg Finish or Help), and all of the cursor and editing keys can be used to move around the display.

The front-end comes as two programs: MANAGER is responsible for displaying options, help messages etc, and can easily be reconfigured by the user with the aid of the second, TOOLS, program. TOOLS is ACT's way of presenting all the unpleasant business of changing character sets, serial printer parameters and so on, in an unambiguous, easy-to-understand manner. The two together put most manufacturers' utilities to shame. Combined with MS-DOS's powerful 'batch file' facility, which allows sequences of commands to be grouped together and given a single name, the Manager makes it possible to produce a truly user-friendly front-end in a fraction of the time required under most operating systems.

Subject to some reservations about the xi keyboard, we felt that the entire system was well-designed for users of all levels of competence. Once CP/M and Concurrent CP/M are available for the hard disc, the Apricot xi will be a very attractive purchase for those who want the benefits of fast data access and high resolution monochrome graphics. ACT have designed a worthy successor to the Sirius.



Once into the 'Change options' file, a new menu is presented.

# LEVEL 9'S ADVENTURES

Christopher Moss

**Our intrepid reviewer has been feeling a bit jaded lately, but a supply of games from Level 9 have refreshed the parts that other Adventures cannot reach.**

I have to confess that recently I'd become a bit jaded by Adventure-playing. Too many tapes were being loaded and run to reveal yet another variation on the theme of keys, lamps, swords, vicious dwarves and hungry beasts. Worse, I was drowning in a monotony of unimaginative descriptions. "You are in a room with stone walls. Exits north, south, west. There is a chest here." Yawn. Luckily I've been sampling some games from a prolific software house which have perked me up again. I thought Adventures had become dull until I discovered Level 9.

Before I go any further, I feel I should make a stand on the subject of text adventures versus graphics. I don't think graphics are worth the effort at the current stage of home computer technology. They eat up so much memory, both in terms of the screen RAM required and coding to draw the actual pictures that any graphics adventure must necessarily be limited in scope. Moreover, the current state-of-the-art of home computer graphics, makes it hard to create really exciting pictorial adventures that stimulate the emotions and generate moods in the player as he explores. It's like the difference between reading a comic book and a well-written novel — the images that the skilful author can create in your mind's eye through imaginative use of the written word have far more impact than the cartoon strip.

Unfortunately, just as a good novel can only come from the pen of a good author, as I pointed out above, the average level of imagination amongst adventure programmers is pretty low. But listen to this:

"You are at the eastern end of

a long room with two pits in the floor. You are near the east pit, and the many thin stone slabs littering the room would make descending it simple. A path bypasses the pits to connect passages from east and west. There are holes all around, but the only large one is high above the west pit, out of easy reach".

## BIG STUFF

That is the description of just one location in Level 9's Colossal Adventure. There are over 200 more locations included in this game, which is a full-size version of the original classic mainframe Adventure that started the whole genre rolling. Amazingly, to add a little something to the original, Level 9 have added a whole new end-game with 70 extra locations: and it all fits into a 32K BBC. This is a quite remarkable feat of programming, made possible because of the company's own 'adventure language' called 'a-code' (I love it when a plan comes together!), together with a 50% text compression technique. Stand up and take a bow, Messrs Pete and Mike Austin — your software impresses the hell out of me.

They have a nice line in humour, too: here's the response when you read the Spelunker Gazette:

"The main headline is 'Don't go West'. The lead story is about the success of the Dwarven King who has added the heads of another two elves to his collection. The editorial denounces the perverted ways of 'Elvies' and page 3 features a female dwarf whose long grey beard has been positioned ingeniously. The rest is adverts, mainly for Witt Construction Plc (dungeons a speciality) and Acorn Forestry (oaks take a

long time to grow — order now for your grandchildren)."

OK, I was complaining about repetitious dwarves and swords at the start of the article, but with text like that (and it is like that throughout the Adventure) the game is given a whole new lease of life. Lives, actually: Colossal Adventure is only the first of three parts of the Middle Earth trilogy, the others being Adventure Quest and Dungeon Adventure. Level 9 give 'recommended solving times' for these Adventures which are either wildly optimistic or assume you've got nothing better to do all day than play games. Their largest Adventure, Dungeon, is listed as an eight-week, (rather than a three-pipe!) problem, but it is huge and devious in the extreme. You certainly won't feel you've wasted your money on these games — hours and hours of pleasure are to be had, particularly since no crib sheets are included in the game (well, we reviewers get them, but the general public cannot be relied on to exhibit phenomenal will power!). Fortunately, if an unsolvable puzzle is driving you to distraction, Level 9 include an envelope with a 'clue voucher' which you can send off to them with a question(s) for help. You may well need it... but don't use it up too soon!

## A MUSICAL INTERLUDE

The two latest adventures to join the Level 9 collection feature a welcome addition: on the BBC versions, anyway, which I got for the review. It takes a long while for all the program to load (after all, practically the whole of the RAM is being filled), so Level 9 have thoughtfully provided some musical relief. A short pre-loader program plays

a classical piece of music while the main program is loading. Still showing great style, the tune is quite complex and I heard at least two voices playing in harmony, and though my classical knowledge isn't up to much, I assume the pieces have some relevance to the game titles.

The first of the games is Lords of Time. In this game you have to travel through time in an appropriate but unusual vehicle, collecting various important objects from nine time zones in order to defeat the wicked plans of a bunch of evil timelords. This is something of an 'odd man out' amongst the range as it was not designed by the prolific Pete Austin but by a lady named Sue Gazzard. The Brothers Austin have worked their usual magic with it, though, and it's as complex as any of the others.

You get quite a bit of variety hopping through the time zones. There's a large mansion sporting a range of items from herb gardens to a Masai spear, a Viking longboat, a Roman town, and some dinosaurs with extremely anti-social habits. Don't try hopping around the time zones trying to get the flavour of the game, as I did, as you'll get nowhere fast: stick to the advice in the manual and visit the zones in numerical order.

## SNOW JOKE

The final game from Level 9 (currently, that is: more are in the pipeline), is Snowball. This is, without doubt, a huge Adventure: the authors claim over 7,000 locations. I'll have to take their word for it, because I haven't visited more than a fraction of that number so far.

The adventure is set aboard the Snowball 9 colony starship,

**Snowball****Level 9 Computing****Dungeon Adventure****Level 9 Computing**

so named because for much of the journey its bulk consists of a layer of ammonia-ice surrounding the passenger quarters to provide flight-time fuel. It might also have something to do with the several hundred thousand frozen colonists residing in their freezer coffins awaiting revival in the brave new world to which they are headed. Unfortunately, the ship has been sabotaged and is heading for the destination star — literally! As Kim Kimberley (a female hero for a change, and probably no relation to Kimball Kinnison, the famous Lensman), you awake from your hibernation and are faced with the task of saving the whole starship. This is no mean feat as the resident robots, named Nightingales, have been reprogrammed,

and far from being 'ministering angels', show more of a tendency to minister sudden death at the end of a syringe.

Apart from being so big, Snowball has a rather novel plot and, of course, the excellent text descriptions of all the other games. Control panels sport coloured indicator lights and buttons: can you work out what they do? How do you get up to the trapdoors in the ceiling (the Nightingales can't climb, apparently). What is a waldroid? (Hint: it's not a piece of confectionery).

I look forward to the two remaining parts of this trilogy, Return to Eden and The Worm in Paradise.

**CONCLUSIONS**

Looking back over this piece, I

**Adventure Quest****Level 9 Computing****Colossal Adventure****Level 9 Computing**

notice I haven't mentioned the extremely fast response to the user input for games of this complexity. Coupled with the very detailed background of the worlds in which each game is set, this makes Level 9's adventures more than just a cut above the rest. I can't remember enjoying any game as much since I played some of Peter Killworth's adventures from Acornsoft. I don't think I'd like to decide between these two for the person with the most devious plotting ability, but one thing is certain — a lot more of you can enjoy the games described here because they are available, not just for the BBC Model B, but for the Commodore 64, 48K Spectrum, 48K Lynx, 32K Nascom, 48K Oric, and 32K Atari.

Whichever machine you own, if you have the vaguest tendency towards adventure playing then you must try one of these games (unfortunately you'll probably end up wanting to buy the lot!). If I have one small criticism to make it's that Level 9 should let a competent proofreader give all their text strings the once-over before committing their game to the tape duplicators: there are several annoying spelling mistakes which crop up (it's mechanical, not machanical, for example). But then I'm just a perfectionist.

Level 9 adventures cost £9.90 each and can be obtained from them by mail order from 229 Hughenden Road, High Wycombe, Bucks HP13 5PG.

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# MODE 7 SCREEN EDITOR

D. S. Peckett

**Teletext mode on the BBC Micro is very memory-efficient and versatile, but oh-so-tricky to actually use. This program will let you edit the graphics and text with ease and store the results in a variety of ways.**

Creating Mode 0-6 graphics displays on the BBC computer is easy, but things get rather trickier in Mode 7. This is something of a pity, because Teletext uses very little memory and gives a wide choice of colours. The problem is that, although the User Guide gives a good introduction to the mode and there have been lots of articles published on how to exploit it, the computer itself does not have any decent Mode 7 commands built-in.

As a result, therefore, you normally have to create Mode 7 displays pretty well by trial and error, using a series of PRINT statements. Since the display is both line and character oriented, this is a rather clumsy, tedious and error-prone approach.

In this article I will describe a program which makes the whole process much easier. It is a Mode 7 screen editor which gives you full control of what appears where on the screen, changing and moving blocks and characters as you wish. When the display is correct, the program will copy it to tape or disc, or generate suitable PRINT commands which you

can insert in your own programs.

The program (SCRED7) will run in a 16K or 32K computer and is compatible with both BASIC I and II. It should also run in a disc-based system, although I have not actually tried that. It does, however, need O.S. 1.0 or later.

## THE APPROACH

When you first RUN the program, you will see a blank screen, with the cursor blinking at top left. You can move the cursor to any screen position by using the arrow keys normally and type or delete as usual at that point; in this way the program will act as a flexible screen editor.

However, it also makes very extensive use of the red function keys to select operating modes, to switch back and forth between text and graphics, to save and read the screen, and so on. By using these keys in conjunction with cursor movement and the usual alphanumeric keys, it is possible to create very complex displays remarkably quickly.

The key to using SCRED7 effectively is therefore the red keys (sorry) and Table 1 shows

their functions. Each has up to four different meanings, depending on whether it is pressed alone or together with the Shift and/or CTRL keys.

The SHIFT/fn and CTRL/fn operations select coloured text and graphics respectively, as described on pages 154 and 155 of the User Guide, while SHIFT/CTRL/fn will choose the remaining Teletext commands. Pressing any of these keys will make all text after the control character on that line appear as text, graphics, coloured, flashing, double-height, and so on, as appropriate. If you select double-height, the program will automatically enter text on two lines for you, so that you will actually type the enlarged text or graphics characters.

With the exception of key f9, you can use the normal function keys to select the program's different support functions. However, f9 will supply CHR\$255, which you otherwise cannot get directly from the keyboard; you need it when creating graphics in order to supply a complete 2x3 block of pixels.

## IN USE

Let's now take a look at how to use SCRED7. I assume that you

understand the Teletext approach of using control characters to affect the way that characters following them on that line are displayed. You will also know that, if you select a graphics control character, lower-case letters, numbers and punctuation appear as blocks of pixels; pages 486-489 of the User Guide show the relationships between graphics and alphanumerics.

I won't, therefore, go into detail about keys SHIFT/CTRL/f0-9, CTRL/f1-8 or SHIFT/f1-7; it's easy to understand what they do. The operation of the remaining keys is described below:

**f0 — Copy to Tape** Pressing this key writes a complete copy of the screen to tape or disc. The screen will clear as the display is saved in a buffer, and you will be prompted for a file name. Enter one, and you will go through the familiar writing routine, after which the screen will be restored. Once made, the copy can either be re-read by the program (using SHIFT/f0) or you can load it directly to the screen at any time with the command:

**\*LOAD "<filename>" 7000**

TABLE 1

	Use of Function Keys									
	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9
<b>SHIFT/CTRL</b>	Normal-Height	Double-Height	Contig. Graphics	Separate Graphics	Black B'gnd	New B'gnd	Hold Graphics	Release Graphics	Flash	Steady
<b>CTRL</b>										
<b>(Graphics)</b>	Read from PRINTs	Red	Green	Yellow	Blue	Magenta	Cyan	White	Conceal Graphics	—
<b>SHIFT</b>										
<b>(Alpha)</b>	Read from Tape	Red	Green	Yellow	Blue	Magenta	Cyan	White	—	—
<b>Normal</b>	Copy to Tape	Copy to PRINTs	Init.	Clear all Flags	Insert Mode	Overwrite Mode	Marker	Copy	Swap	CHR\$ 255

Listing 1. The complete program for the Mode 7 Screen Editor.

```

10 GOTO280
20 PRINT "
"
30 REM ** Plus another 24 lines just like line
20, with 40 spaces in each
260
270 REM ** This will be the last such PRINT stat
ement
280 ON ERROR GOTO 610
290 DIM Mark_X%(1),Mark_Y%(1),Buffer1 1000,Buffe
r2 1000,String_Buff 40
300 PROCInit
310 REPEAT
320 Key=GET
330 REM ** Decode SHIFT/CTRL keys
340 IF Key<13 THEN Key=100+ASC(MID$("(")5689:;%""
,Key-2,1))
350 IF Key=24 THEN Key=255
360 REM ** Must be normal character
370 IF FNKey_In(32,126) OR FNKey_In(129,139) OR
FNKey_In(145,159) OR Key=255 PROCChar
380 IF Key=13 PROCNew_Line
390 IF Key=15 PROCTape_Save
400 IF Key=16 PROCProg_Save
410 IF Key=17 PROCClear
420 IF Key=18 PROCClear_Flags
430 IF Key=19 Insert=TRUE
440 IF Key=20 Insert=FALSE
450 IF Key=21 PROCMarker
460 IF Key=22 PROCCopy
470 IF Key=23 PROCSwap
480 IF Key=27 PROCLeft
490 IF Key=28 PROCRight
500 IF Key=29 PROCDown
510 IF Key=30 PROCUp
520 IF Key=127 PROCDelete
530 IF Key=128 PROCTape_Read
540 IF Key=140 PROCChar:Double_Ht=FALSE
550 IF Key=141 Double_Ht=TRUE:PROCChar
560 IF Key=144 PROCProg_Read
570 *FX15,1
580 UNTIL FALSE
590
600 REM ** Trap ESCAPE and shut down program
610 CLS
620 IF ERR>>17 ON ERROR OFF:REPORT:PRINT " at li
ne ";ERL
630 *FX4,0
640 END
650
660 REM ** Set up system at start
670 DEF PROCInit
680 PROCClear
690 REM ** Reset user-defined keys
700 *FX18
710 *FX4,2
720 REM ** Set base addresses for function k
sys
730 *FX225,15
740 *FX226,128
750 *FX227,144
760 *FX228,3
770 P%=&7C00:REM ** Start of screen
780 ENVELOPE 1,1,0,0,0,10,10,20,-5,-2,-1,120,
70
790 ENDPROC
800
810 REM ** Main display routine
820 DEF PROCChar
830 IF Insert PROCSpace(Cursor_X%,Cursor_Y%)
840 IF Cursor_X%>39 AND Cursor_Y%>24 THEN ?&7FE7
=Key ELSE PRINT TAB(Cursor_X%,Cursor_Y%);CHR$(Key)
;
850 IF Double_Ht PROCSecond_Row
860 PROCRight
870 ENDPROC
880
890 REM ** Second row of double-height chars
900 DEF PROCSecond_Row
910 IF Insert AND Cursor_Y%<25 PROCSpace(Cursor_
X%,Cursor_Y%+1)
920 X%=Cursor_X%:Y%=Cursor_Y%+1
930 IF Y%>24 ENDPROC
940 IF X%>39 AND Y%>24 THEN ?&7FE7=Key ELSE PRIN
T TAB(X%,Y%);CHR$(Key);
950 ENDPROC
960
970 REM ** Go to start of next line
980 DEF PROCNew_Line
990 Cursor_X%=0
1000 PROCDown
1010 Double_Ht=FALSE
1020 ENDPROC
1030
1040 REM ** Save screen to tape
1050 DEF PROCTape_Save
1060 REM ** Into buffer first
1070 FOR I%=0 TO 999 STEP 4:Buffer1!I%=P%!I%:NEXT
1080 CLS
1090 REPEAT
1100 INPUT TAB(5,8) "Save screen as which" TAB(5,
9) "file? " File_Name$
1110 IF File_Name$="" PROCBleeps(6,2)
1120 UNTIL File_Name$> ""
1130 PRINT ''
1140 PROCOSCLI("SAVE """+File_Name$+""" "+STR$~(B
uffer1)+" "+3E8")
1150 REM ** Buffer back to screen
1160 FOR I%=0 TO 999 STEP 4:P%!I%=Buffer1!I%:NEXT
1170 ENDPROC
1180
1190 REM ** Save the screen to PRINT statements
1200 DEF PROCProg_Save
1210 Q%=PAGE
1220 VDU23,1,0;0;0;0;
1230 FOR Y%=0 TO 24
1240 PROCFind_Qts
1250 FOR X%=0 TO 39 STEP 4:Q%!X%=P%! (40*Y%+X%):NE
XT
1260 Q%=Q%+40
1270 NEXT Y%
1280 VDU23,1,1;0;0;0;
1290 ENDPROC
1300
1310 REM ** Reset the system
1320 DEF PROCClear
1330 CLS
1340 Cursor_X%=0:Cursor_Y%=0
1350 PROCClear_Flags
1360 ENDPROC
1370
1380 DEF PROCClear_Flags
1390 Double_Ht=FALSE
1400 Insert=FALSE
1410 Markers=0
1420 Block_Marked=FALSE
1430 ENDPROC
1440
1450 REM ** Set the markers
1460 DEF PROCMarker
1470 IF Markers=2 PROCBleeps(3,10):ENDPROC:REM **
Already set?
1480 IF Markers=0 Mark_X%(0)=Cursor_X%:Mark_Y%(0)
=Cursor_Y%:PROCBleeps(1,15):Markers=1:Block_Marked
=FALSE:ENDPROC
1490 IF FNMark_Bad PROCBleeps(5,5):ENDPROC
1500 Mark_X%(1)=Cursor_X%:Mark_Y%(1)=Cursor_Y%:PR
OCBleeps(2,15):Markers=2
1510 Block_Marked=TRUE
1520 ENDPROC
1530
1540 REM ** Check 2nd marker below and to right o
f first
1550 DEF FNMark_Bad
1560 Flag=Markers=1
1570 Flag=Flag AND Cursor_X%>=Mark_X%(0)
1580 Flag=Flag AND Cursor_Y%>=Mark_Y%(0)
1590 =NOT Flag
1600
1610 REM ** Copy the marked block to a new pos'n
1620 REM ** Cursor shows top left of new pos'n
1630 DEF PROCCopy
1640 REM ** Check there's room
1650 IF NOT FNRoom PROCBleeps(5,5):ENDPROC
1660 REM ** Fill Buffer1 with marked block
1670 PROCFill_Buff(Buffer1,Mark_X%(0),Mark_Y%(0),
Mark_X%(1),Mark_Y%(1))
1680 REM ** Write to new posn
1690 PROCWrite_Buff(Buffer1,Cursor_X%,Cursor_Y%,M
ark_X%(0),Mark_Y%(0),Mark_X%(1),Mark_Y%(1))
1700 Markers=0
1710 ENDPROC
1720
1730 REM ** Swap 2 blocks - a marked one and

```

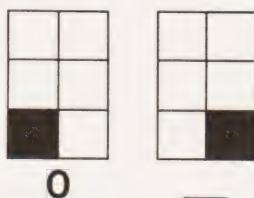
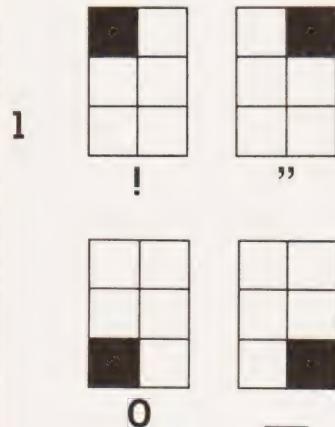
```

1740 REM ** one located by cursor
1750 DEF PROCswap
1760 REM ** Check there's room
1770 IF NOT FNRoom PROCBleeps(5,5):ENDPROC
1780 REM ** Fill Buffer1 with marked block
1790 PROCFill_Buff(Buffer1,Mark_X%(0),Mark_Y%(0),
Mark_X%(1),Mark_Y%(1))
1800 REM ** Fill Buffer2 with other block
1810 PROCFill_Buff(Buffer2,Cursor_X%,Cursor_Y%,Cu
rsor_X%+Mark_X%(1)-Mark_X%(0),Cursor_Y%+Mark_Y%(1)
-Mark_Y%(0))
1820 REM ** Re-write first block in place of s
econd
1830 PROCWrite_Buff(Buffer1,Cursor_X%,Cursor_Y%,M
ark_X%(0),Mark_Y%(0),Mark_X%(1),Mark_Y%(1))
1840 REM ** Overwrite first with second
1850 PROCWrite_Buff(Buffer2,Mark_X%(0),Mark_Y%(0),
Mark_X%(0),Mark_Y%(0),Mark_X%(1),Mark_Y%(1))
1860 Markers=0
1870 ENDPROC
1880
1890 REM ** Cursor control
1900 DEF PROCLeft
1910 Cursor_X%=Cursor_X%-1
1920 IF Cursor_X%=-1 Cursor_X%=39:PROCUp
1930 PRINT TAB(Cursor_X%,Cursor_Y%);
1940 ENDPROC
1950 DEF PROCRight
1960 Cursor_X%=Cursor_X%+1
1970 IF Cursor_X%=40 Cursor_X%=0:PROCDown
1980 PRINT TAB(Cursor_X%,Cursor_Y%);
1990 ENDPROC
2000 DEF PROCDown
2010 Cursor_Y%=Cursor_Y%+1
2020 IF Cursor_Y%=<25 Cursor_Y%=0
2030 PRINT TAB(Cursor_X%,Cursor_Y%);
2040 ENDPROC
2050 DEF PROCUp
2060 Cursor_Y%=Cursor_Y%-1
2070 IF Cursor_Y%=-1 Cursor_Y%=24
2080 PRINT TAB(Cursor_X%,Cursor_Y%);
2090 ENDPROC
2100
2110 REM ** Delete - allow for INSERT mode
2120 DEF PROCDel
2130 IF Cursor_X%=<0 ENDPROC
2140 IF Insert THEN PROCDel1 ELSE PROCDel2
2150 ENDPROC
2160
2170 REM ** If INSERT, back up row
2180 DEF PROCDel1
2190 FOR X%=Cursor_X% TO 39
2200 P%?(40*Cursor_Y%+X%-1)=P%?(40*Cursor_Y%+X%)
2210 NEXT
2220 PRINT TAB(39,Cursor_Y%) " ";
2230 IF Double_Ht AND Cursor_Y%<24 PROCDel11
2240 PROCLeft
2250 ENDPROC
2260
2270 REM ** If DOUBLE HEIGHT flag set, handle the
next
2280 DEF PROCDel11
2290 FOR X%=Cursor_X% TO 39
2300 P%?(40*Cursor_Y%+X%+39)=P%?(40*Cursor_Y%+X%+
40)
2310 NEXT
2320 PRINT TAB(39,Cursor_Y%+1) " ";
2330 ENDPROC
2340
2350 REM ** Non-INSERT deletion
2360 DEF PROCDel2
2370 PROCLeft
2380 Key=32:REM ** Use space to o'write
2390 PROCChar
2400 PROCLeft
2410 ENDPROC
2420
2430 REM ** Read a file back from tape
2440 DEF PROCTape_Read
2450 CLS
2460 INPUT TAB(5,8) "Read back which file to" TAB
(5,9) "the screen? " File_Name$
2470 PRINT ''
2480 PROCOSCLI("LOAD """+File_Name$+""" "+STR$~(B
uffer1))
2490 REM ** Move from buffer to screen
2500 FOR I%=0 TO 999 STEP 4:P%! I%=Buffer1!I%:NEXT
2510 ENDPROC
2520
2530 REM ** Copy PRINT lines
2540 REM ** to the screen
2550 DEF PROCProg_Read
2560 Q%=PAGE
2570 VDU23,1,0;0;0;0;
2580 FOR Y%=0 TO 24
2590 PROCFind_Qts
2600 FOR X%=0 TO 39 STEP 4:P%!(40*Y%+X%)=Q%!X%:NE
XT
2610 Q%=Q%+40
2620 NEXT Y%
2630 VDU23,1,1;0;0;0;
2640 ENDPROC
2650
2660 REM ** Check that Key is in the defined ra
nge
2670 DEF FNKey_In(lo,hi)
2680 =(Key>=lo) AND (Key<=hi)
2690
2700 REM ** Shift along row if INSERT mode
2710 DEF PROCSpace(x%,y%)
2720 Start%=P%+y%*40+x%
2730 FOR I%=Start%+39-x% TO Start% STEP -1: ?I% =I%
-1:NEXT
2740 ENDPROC
2750
2760 REM ** Sound Bleeps
2770 DEF PROCBleeps(qty,length)
2780 FOR i%=1 TO qty
2790 SOUND 1,1,120,length
2800 SOUND 2,1,121,length
2810 NEXT
2820 ENDPROC
2830
2840 REM ** Ensure enough room for move
2850 REM ** not to go off screen edges
2860 REM ** and that things are set for move
2870 DEF FNRoom
2880 Flag=Block_Marked
2890 Flag=Flag AND Cursor_X%+Mark_X%(1)-Mark_X%(0
)<40
2900 Flag=Flag AND Cursor_Y%+Mark_Y%(1)-Mark_Y%(0
)<25
2910 =Flag
2920
2930 REM ** Fill a buffer
2940 DEF PROCFill_Buff(buff_no,x1,y1,x2,y2)
2950 Ptr%=0
2960 FOR X%=x1 TO x2
2970 FOR Y%=y1 TO y2
2980 buff_no?Ptr%?P%?(40*Y%+X%)
2990 Ptr%=Ptr%+1
3000 NEXT
3010 NEXT
3020 ENDPROC
3030
3040 REM ** Write a buffer to screen
3050 DEF PROCWrite_Buff(buff_no,x0,y0,x1,y1,x2,y2
)
3060 Ptr%=0
3070 FOR X%=x0 TO x0+x2-x1
3080 FOR Y%=y0 TO y0+y2-y1
3090 P%?(40*Y%+X%)=buff_no?Ptr%
3100 Ptr%=Ptr%+1
3110 NEXT
3120 NEXT
3130 ENDPROC
3140
3150 REM ** Find quotes at the start
3160 REM ** of the next PRINT
3170 DEF PROCFind_Qts
3180 REPEAT
3190 Q%=Q%+1
3200 UNTIL ?Q%?ASC("'''")
3210 Q%=Q%+1:REM** First free space
3220 ENDPROC
3230
3240 REM ** Send contents of "string$" to
3250 REM ** Command Line Interpreter
3260 DEF PROCOSCLI(string$)
3270 $String_Buff=string$
3280 X%$String_Buff MOD 256
3290 Y%$String_Buff DIV 256
3300 CALL &FFF7
3310 ENDPROC

```



[SPC]



**f1 — Load to PRINT Statements** This key will translate the screen directly into PRINT statements which you can then incorporate into your own programs. For it to work, there MUST be 25 dummy PRINT lines at the start of the program, as shown in the listing. Each line must have precisely 40 spaces between the double quotes; after you use f1, these spaces will be filled with the characters on the screen and you can exit from the program and delete all the program except those lines. The function can be used as often as you like while SCRED? is running — the PRINTs will always contain the last screen you saved.

**f2 — Initialize** pressing this key will clear the screen, put the cursor at top-left and set the starting conditions of 'Overwrite' and 'Single-height'.

**f3 — Clear Flags** Key f3 will set the program to use Overwrite and Single-Height input modes, and will clear the markers, but will not alter the display on the screen or move the cursor. It is particularly useful when (if?) you get confused, since it sets things back to a known state.

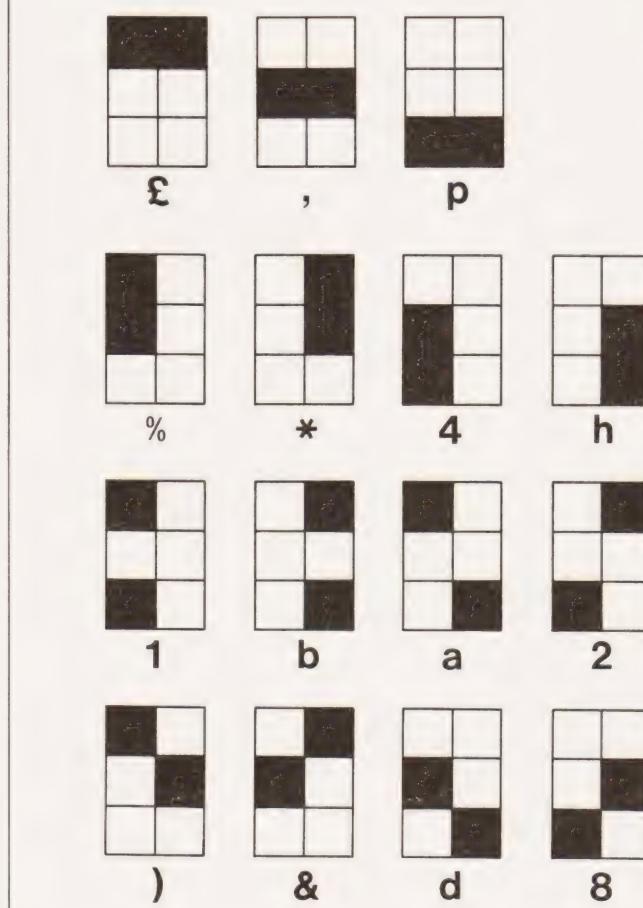
**f4 — Insert Mode** SCRED7's normal operating mode is 'Overwrite', in which anything you type overwrites whatever is on the screen at the cursor position. If, however, you select 'Insert' by pressing f4, the program will shift everything to the

right of the cursor one space right each time you type a character. Anything which "falls off the end" will be lost — it does not wrap-round to the next line. If you are in Double-Height mode, both parts of the affected characters will be shifted.

**f5 — Overwrite Mode** Not surprisingly, key f5 will put the system back to its normal entry mode.

**f6 — Set Marker** The screen markers are used in conjunction with the block copy and exchange operations, and define an 'active block'. If no markers are set, pressing this key records the current cursor position, defining the top-left corner of a block on the screen. A single tone will sound. If one marker is already set, another press will set the cursor position as the block's bottom-right corner; two beeps sound. The second corner MUST NOT be above or to the left of the first. If you make an error, or try to set more than two active markers, the key is ignored and you will hear multiple beeps. The markers are phantoms — they do not actually appear on the screen.

**f7 — Copy** Once a block has been marked, you can move the cursor to almost any position and, by pressing key f7, make a copy of the block. The cursor defines the copy's top-left corner. The only limitation is that there must be room



to fit in the copy below and to the right of the cursor — the copy will not wrap-round the edges of the screen. Once a block has been marked, it can be copied as many times as you like without its needing to be redefined.

**f8 — Swap Blocks** This operation works in a very similar way to Copy, except that the marked and cursor-defined areas are exchanged completely. As before, there is no wrap-round.

**SHIFT/f0 — Read from Tape or Disc** If you press the SHIFT and f0 keys together, the program will read in a previously-saved copy of the screen and display it. In the normal BBC way, you will be asked for the title of the file you wish to load.

**CTRL/f0 — Read from PRINT Statements** If you press this key, the program will use whatever is held in the PRINT statements at the start of the program to form the screen display. If they are in their initial blank state, the screen will be cleared — otherwise you will restore the last screen saved via key f1.

**DELETE** The Delete key

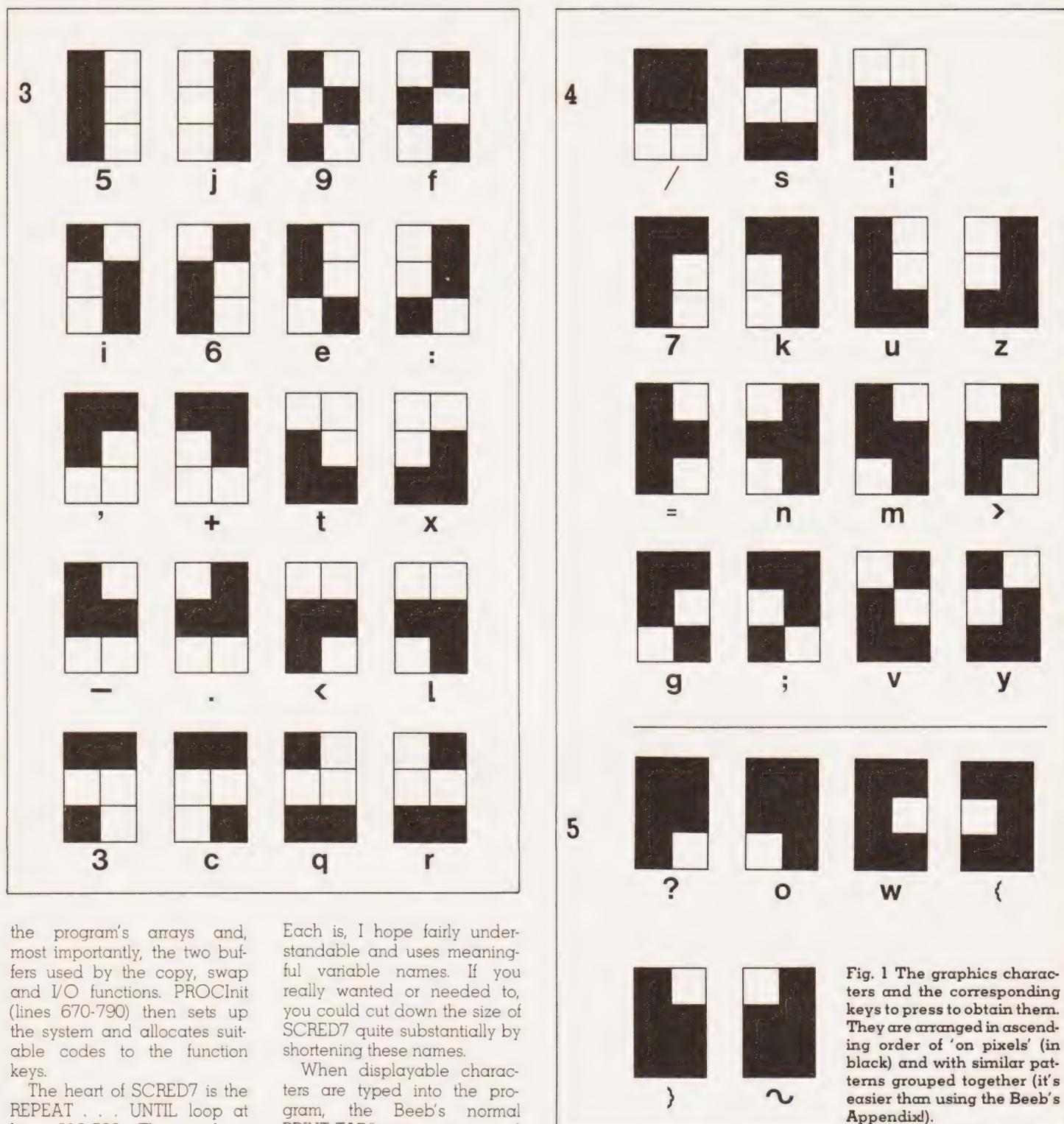
operates in its normal way, but with alterations to match the special needs of Mode 7. In the normal 'Overwrite' mode, the key will replace the character at its left with a blank and move left. Characters to the right will not be affected. If, however, you are in 'Insert' mode, the characters to its right will be dragged left with the cursor. If you delete in the middle of entering double-height characters, then both rows will be handled; this will not necessarily happen if you move the cursor from a 'single' to a 'double' area before deletion.

**ESCAPE** Pressing the ESCAPE key will shut the program down.

## THE PROGRAM

Listing 1 is a printout of SCRED7. At the start of the program is the area reserved for the dummy PRINT statements, which are skipped past by the GOTO at line 10. Make sure that the statements are in this place and that they are exactly right, or else the program is likely to get very confused.

Line 290 reserves space for



the program's arrays and, most importantly, the two buffers used by the copy, swap and I/O functions. PROCInit (lines 670-790) then sets up the system and allocates suitable codes to the function keys.

The heart of SCRED7 is the REPEAT . . . UNTIL loop at lines 310-580. This reads a key and, if necessary, decodes it to set a Teletext control code. In particular, line 340 converts the "SHIFT/CTRL/f" keys, which return values from 3 to 12, to the range of values needed for double-height, flash, new background, etc. The main loop then gives what amounts to a CASE function to select the action required of each keypress.

Each of the program's functions is served by one of many PROCedures which, together, form the bulk of the program.

Each is, I hope fairly understandable and uses meaningful variable names. If you really wanted or needed to, you could cut down the size of SCRED7 quite substantially by shortening these names.

When displayable characters are typed into the program, the Beeb's normal PRINT TAB() statement is used to put them onto the screen. However, all the screen manipulation and storage routines address the screen memory directly. They use P%, which is set to &7C00, as a pointer to the start of the screen. This approach does mean that SCRED7 would not work down the Tube, but does contribute greatly to its speed of operation.

The tape and disc I/O routines use ★LOAD and ★SAVE commands to read and write the data to and from Buffer1. Lines 1140 and 2480

then invoke the computer's string functions and Command Line Interpreter to pass BASIC variables to the OS via PROCOSCLI at lines 3260-3310. If you have BASIC II, you can alter the PROCOSCLIs in lines 1140 and 2480 to OSCLI, and delete the PROCedure.

## CONCLUSION

In this article, I have described a very useful Mode 7 screen editor. The program makes life much easier when it comes to designing a Teletext display,

Fig. 1 The graphics characters and the corresponding keys to press to obtain them. They are arranged in ascending order of 'on pixels' (in black) and with similar patterns grouped together (it's easier than using the Beeb's Appendix).

writing Mode 7 routines or simply exploring just how the Beeb's least-understood mode works.

The many function key operations may make the program look forbidding but, in practice, it is not. A few minutes playing with SCRED7 will show you that it really is very simple to use and give you an idea of just how powerful Mode 7 can be.

I hope that you find it useful.



**S**prite is a short, simple program that provides the facility for BASIC programs to move objects of any size around the screen at speed via five extra commands. It is not compatible with Level III BASIC or DOS.

The program loads at top of memory and automatically executes upon loading. It can be loaded with the system command or any other load routine: for details see Table 1. The ORG column shows the operand that should be on line 390 of the listing for the relevant memory size.

## THE FACILITIES

Up to 20 sprites can be defined, each of any size. They can be moved around the screen in any direction by a single command.

● **KILL** This command resets all defined sprites to the start of the screen, sets the sprite size to one character by one character and clears the GET buffer. It is used at the start of programs before new sprites are defined. Format of KILL : KILL. For example:

10 CLEAR 50:KILL:DEFSTR A-F,P,R

● **FIELD** This command sets the sprite size and holds for all 20 possible sprites. They can be any size — from one character by one character to 64 by 16. Format of FIELD : FIELD(x,y) where x = length of the sprite (from 1 to 64) and y = height of the sprite (from 1 to 16). For example:

20 KILL:FIELD(17,5)

● **NAME** This command defines a sprite to be at a certain screen location. The position supplied is stored in the sprite buffer within the program and the position is updated every time that particular sprite moves. Note that after the KILL command, all 20 sprites are defined to be at 15360. Format of NAME : NAMEn,p where n = sprite number (from 1 to 20) and p = screen position (from 15360 to 16383). For example:

20 KILL:FIELD (6,6):NAME5,15570

The three previous commands were initialisation operations. The final two perform actual visible operations.

● **PUT** This command actually moves the sprites around the screen. Four parameters are supplied by the user: sprite number, direction, number of places and the erase flag. Consider Fig 2. This is the arrangement of keys usually found on a separate numeric keypad and forms the direction parameter for SPRITE. Taking 8 as up, 2 as down and so on then a single digit number provides the direction for the PUT command.

Figure 3, however, shows the movement each digit represents. For example, 9 causes a movement of up and right. Format of PUT : PUTn,d,t,s where n = sprite number (from 1 to 20), d = direction as explained above (1 to 9), t = number of places to move (from 1 onwards) and s = erase flag — s=0 if sprite is to be left at original position and s=1 if original sprite is to be erased before moving. For example:

40 PUT1,6,1,1

This command will move sprite number one to the right and erase the old image whereas:

320 PUT7,3,5,0

will move sprite number seven five places down and five places right and will not erase the old one.

Listing 1 is a demonstration program using the PUT command. The user types a key from 1 to 9 to move the block around — each time it moves three places in the specified direction. Note that if the t parameter is greater than one, the user will actually see the sprite move and not just disappear and reappear in its new place.

● **GET** This is a special command (totally separate from the

# GENIE SPRITES

Andrew Howard

Many new computers offer hardware sprite graphics but the old-timers can still do an excellent simulation in software. Here's some graphics magic for the Genie.

7	8	9
4	5	6
1	2	3

Fig. 1 Numeric keypad configuration — the numbers are used as the sprite direction parameter.

7 U/L	8 UP	9 U/R
4 LEFT	5 NONE	6 RIGHT
1 D/L	2 DOWN	3 D/R

Fig. 2 The movement resulting from each 'direction digit'.

```

10 CLS: PRINT CHR$(188) STRING$(15,140) CHR$(188):
PRINT CHR$(191) " Video Genie " CHR$(191): PRINT
CHR$(191) " Soft-Sprite " CHR$(191): PRINT
STR$(17,131)

20 KILL: FIELD 17,5: NAME1,15360

30 A$=INKEY$: IF A$="" THEN 30 ELSE A=VAL(A$): IF A=0
THEN 30

40 PUT 1,A,3,1: GOTO 30

```

### Listing 1. Demonstration program using PUT.

```

10 CLS: PRINT CHR$(188) STRING$(15,140) CHR$(188):
PRINT CHR$(191) " Video Genie " CHR$(191): PRINT
CHR$(191) " Soft-Sprite " CHR$(191): PRINT
STR$(17,131)

20 KILL: FIELD(17,5): P=15360: GETP,0: CLS

30 FOR Y=1 TO 3: T=P: FOR X=1 TO 3: GETP,1: P=P+20:
NEXT X: P=T+(5*64): NEXT Y

40 GOTO 40

```

### Listing 2. Sprite duplication program.

Listing 3. The assembler listing from Genie Sprite.

```

3C00      00010      ORG 3C00H      706D 47
3C00 4C  00020      DEF M 'LOADING S 706E 52
PRITE....'          706F 41
3C01 4F          7070 4D
3C02 41          7071 0A      00340      DEFB 10
3C03 44          7072 56      00350      DEF M 'VERSION 1.
3C04 49          0 BY ANDREW HOWARD'
3C05 4E          7073 45
3C06 47          7074 52
3C07 20          7075 53
3C08 53          7076 49
3C09 50          7077 4F
3C0A 52          7078 4E
3C0B 49          7079 20
3C0C 54          707A 31
3C0D 45          707B 2E
3C0E 2E          707C 30
3C0F 2E          707D 20
3C10 2E          707E 42
3C11 2E          707F 59
4016      00030      ORG 4016H      7080 20
4016 00 70      00040      DEF W SPRITE 7081 41
401E      00050      ORG 401EH      7082 4E
401E 00 70      00060      DEF W SPRITE 7083 44
7000      00070      ORG 7000H      7084 52
7000 21 18 30  00080  SPRITE LD HL,301BH 7085 45
7003 22 16 40  00090  LD (4016H),HL 7086 57
7006 21 58 04  00100  LD HL,458H 7087 20
7009 22 1E 40  00110  LD (401EH),HL 7088 48
700C 3E C3      00120  LD A,195 7089 4F
700E 32 7F 41  00130  LD (417FH),A 708A 57
7011 32 82 41  00140  LD (4182H),A 708B 41
7014 32 8E 41  00150  LD (418EH),A 708C 52
7017 32 91 41  00160  LD (4191H),A 708D 44
701A 32 7C 41  00170  LD (417CH),A 708E 0A      00360      DEFB 10
701D 21 9B F6  00180  LD HL,KILL 708F 28      00370      DEF M '(C) APRIL
7020 22 92 41  00190  LD (4192H),HL 1984.
7023 21 9E F6  00200  LD HL,NAME 7090 43
7026 22 8F 41  00210  LD (418FH),HL 7091 29
7029 21 B7 FF  00220  LD HL,GET 7092 20
702C 22 80 41  00230  LD (4180H),HL 7093 41
702F 21 DA FE  00240  LD HL,PUT 7094 50
7032 22 83 41  00250  LD (4183H),HL 7095 52
7035 21 1D F6  00260  LD HL,FIELD 7096 49
7038 22 7D 41  00270  LD (417DH),HL 7097 4C
703B CD 4A 18  00280  CALL 1B4AH 7098 20
703E CD 6E F6  00290  CALL CLEAR 7099 31
7041 21 4A 70  00300  LD HL,TITLE 709A 39
7044 CD 75 2B  00310  CALL 2B75H 709B 38
7047 C3 72 00  00320  JP 72H 709C 34
704A 53          00330  TITLE  DEF M 'SPRITE VI 709D 2E
DEO GENIE SOFT-SPRITES PROGRAM'
704B 50          709E 0A 00      00380  DEF W 10
704C 52          F61D 00390  ORG 0F61DH
704D 49          F61D CF      00400  FIELD RST 8
704E 54          F61E 28      00410  DEF M '('
704F 45          F61F CD 02 2B  00420  CALL 2B02H
704C 52          F622 7B      00430  LD A,E
704D 49          F623 B7      00440  OR A
704E 54          F624 CA 4A 1E  00450  JP Z,1E4AH
704F 45          F627 FE 41      00460  CP 65
7050 20          F629 D2 4A 1E  00470  JP NC,1E4AH
7051 56          F62C 32 44 F6  00480  LD (XSIZE),A
7052 49          F62F CF      00490  RST 8
7053 44          F630 2C      00500  DEF M ,
7054 45          F631 CD 02 2B  00510  CALL 2B02H
7055 4F          F634 7B      00520  LD A,E
7056 20          F635 B7      00530  OR A
7057 47          F636 CA 4A 1E  00540  JP Z,1E4AH
7058 45          F639 FE 11      00550  CP 17
7059 4E          F63B D2 4A 1E  00560  JP NC,1E4AH
705A 49          F63E 32 45 F6  00570  LD (YSIZE),A
705B 45          F641 CF      00580  RST 8
705C 20          F642 29      00590  DEF M ')'
705D 53          F643 C9      00600  RET
705E 4F          F644 00      00610  XSIZE NOP
705F 46          F645 00      00620  YSIZE NOP
7060 54          F646 00      00630  SPRTBL DEFS 40
7061 2D          F646 E5      00640  CLEAR PUSH HL
7062 53          F66F 21 CF FA  00650  LD HL,BUFFER
7063 50          F672 11 D0 FA  00660  LD DE,BUFFER+1
7064 52          F675 01 FF 03  00670  LD BC,1023
7065 49          F678 36 20      00680  LD (HL),32
7066 54          F67A ED B0      00690  LDIR
7067 45          F67C 21 00 3C  00700  LD HL,15360
7068 53          F67F DD 21 46 F6  00710  LD IX,SPRTBL
7069 20          F683 06 14      00720  LD B,20
706A 50          F685 DD 75 00      00730  RESCUR LD (IX+0),L
706B 52
706C 4F

```

F688	DD	74	01	00740	LD	(IX+1),H	FF21	7B	01640	LD	A,E
F68B	DD	23		00750	INC	IX	FF22	FE 02	01650	CP	2
F68D	DD	23		00760	INC	IX	FF24	D2 4A 1E	01660	JP	NC,1E4AH
F68F	10	F4		00770	DJNZ	RESCUR	FF27	32 D9 FE	01670	LD	(ERASE),A
F691	3E	01		00780	LD	A,1	FF2A	E5	01680	PUTLP	PUSH HL
F693	32	44	F6	00790	LD	(XSIZE),A	FF2B	DD 6E 00	01690	LD	L,(IX+0)
F696	32	45	F6	00800	LD	(YSIZE),A	FF2E	DD 66 01	01700	LD	H,(IX+1)
F699	E1			00810	POP	HL	FF31	11 CF F6	01710	LD	DE,TEMP
F69A	C9			00820	RET		FF34	3A 45 F6	01720	LD	A,(YSIZE)
F69B	C3	6E	F6	00830	KILL		FF37	47	01730	LD	B,A
F69E	CD	02	2B	00840	NAME	CALL 2B02H	FF38	E5	01740	STORE	PUSH HL
F6A1	7B			00850	LD	A,E	FF39	C5	01750	PUSH	BC
F6A2	B7			00860	OR	A	FF3A	3A 44 F6	01760	LD	A,(XSIZE)
F6A3	CA	4A	1E	00870	JP	Z,1E4AH	FF3D	47	01770	LD	B,A
F6A6	FE	15		00880	CP	21	FF3E	CD A8 FF	01780	STORE2	CALL PUT7
F6A8	D2	4A	1E	00890	JP	NC,1E4AH	FF41	28 0A	01790	JR	Z,STORE3
F6AB	3D			00900	DEC	A	FF43	7E	01800	LD	A,(HL)
F6AC	87			00910	ADD	A,A	FF44	12	01810	LD	(DE),A
F6AD	5F			00920	LD	E,A	FF45	3A D9 FE	01820	LD	A,(ERASE)
F6AE	16	00		00930	LD	D,0	FF48	B7	01830	OR	A
F6B0	E5			00940	PUSH	HL	FF49	28 02	01840	JR	Z,STORE3
F6B1	21	46	F6	00950	LD	HL,SPRTBL	FF4B	36 20	01850	LD	(HL),32
F6B4	19			00960	ADD	HL,DE	FF4D	23	01860	STORE3	INC HL
F6B5	E3			00970	EX	(SP),HL	FF4E	13	01870	INC	DE
F6B6	DD	E1		00980	POP	IX	FF4F	10 ED	01880	DJNZ	STORE2
F6B8	CF			00990	RST	8	FF51	C1	01890	POP	BC
F6B9	2C			01000	DEFM	,	FF52	21 40 00	01900	LD	HL,64
F6BA	CD	02	2B	01010	CALL	2B02H	FF55	EB	01910	EX	DE,HL
F6BD	7A			01020	LD	A,D	FF56	E3	01920	EX	(SP),HL
F6BE	FE	3C		01030	CP	3CH	FF57	19	01930	ADD	HL,DE
F6C0	DA	4A	1E	01040	JP	C,1E4AH	FF58	D1	01940	POP	DE
F6C3	FE	40		01050	CP	40H	FF59	10 DD	01950	DJNZ	STORE
F6C5	D2	4A	1E	01060	JP	NC,1E4AH	FF5B	E1	01960	POP	HL
F6C8	DD	73	00	01070	LD	(IX+0),E	FF5C	E5	01970	PUSH	HL
F6CB	DD	72	01	01080	LD	(IX+1),D	FF5D	DD 6E 00	01980	LD	L,(IX+0)
F6CE	C9			01090	RET		FF60	DD 66 01	01990	LD	H,(IX+1)
F6CF				01100	TEMP	DEFS 1024	FF63	FD 7E 00	02000	LD	A,(IY+0)
FACF				01110	BUFFER	DEFS 1024	FF66	5F	02010	LD	E,A
FECF	3F			01120	MOVtbl	DEFB 63	FF67	16 00	02020	LD	D,0
FED0	40			01130	DEFB	64	FF69	B7	02030	OR	A
FED1	41			01140	DEFB	65	FF6A	F2 6F FF	02040	JP	P,PUT2
FED2	FF			01150	DEFB	-1	FF6D	16 FF	02050	LD	D,-1
FED3	00			01160	NOP		FF6F	19	02060	PUT2	ADD HL,DE
FED4	01			01170	DEFB	1	FF70	DD 75 00	02070	LD	(IX+0),L
FED5	8F			01180	DEFB	-65	FF73	DD 74 01	02080	LD	(IX+1),H
FED6	C0			01190	DEFB	-64	FF76	11 CF F6	02090	LD	DE,TEMP
FED7	C1			01200	DEFB	-63	FF79	3A 45 F6	02100	LD	A,(YSIZE)
FED8	00			01210	COUNT	NOP	FF7C	47	02110	LD	B,A
FED9	00			01220	ERASE	NOP	FF7D	E5	02120	PUT3	PUSH HL
FEDA	CD	02	2B	01230	PUT	CALL 2B02H	FF7E	C5	02130	PUSH	BC
FEDD	7B			01240	LD	A,E	FF7F	3A 44 F6	02140	LD	A,(XSIZE)
FEDE	B7			01250	OR	A	FF82	47	02150	LD	B,A
FEDF	CA	4A	1E	01260	JP	Z,1E4AH	FF83	CD A1 FF	02160	PUT4	CALL PUT5
FEE2	FE	15		01270	CP	21	FF86	23	02170	INC	HL
FEE4	D2	4A	1E	01280	JP	NC,1E4AH	FF87	13	02180	INC	DE
FEE7	3D			01290	DEC	A	FF88	10 F9	02190	DJNZ	PUT4
FEE8	87			01300	ADD	A,A	FF8A	C1	02200	POP	BC
FEE9	5F			01310	LD	E,A	FF8B	21 40 00	02210	LD	HL,64
FEEA	16	00		01320	LD	D,0	FF8E	EB	02220	EX	DE,HL
FEEC	E5			01330	PUSH	HL	FF8F	E3	02230	EX	(SP),HL
FEED	21	46	F6	01340	LD	HL,SPRTBL	FF90	19	02240	ADD	HL,DE
FEF0	19			01350	ADD	HL,DE	FF91	D1	02250	POP	DE
FEF1	E3			01360	EX	(SP),HL	FF92	10 E9	02260	DJNZ	PUT3
FEF2	DD	E1		01370	POP	IX	FF94	E1	02270	POP	HL
FEF4	CF			01380	RST	8	FF95	3A D8 FE	02280	LD	A,(COUNT)
FEF5	2C			01390	DEFM	,	FF98	3D	02290	DEC	A
FEF6	CD	02	2B	01400	CALL	2B02H	FF99	32 D8 FE	02300	LD	(COUNT),A
FEF9	7B			01410	LD	A,E	FF9C	B7	02310	OR	A
FEFA	B7			01420	OR	A	FF9D	C2 2A FF	02320	JP	NZ,PUTLP
FEFB	CA	4A	1E	01430	JP	Z,1E4AH	FFA0	C9	02330	RET	
FEFE	FE	0A		01440	CP	10	FFA1	CD A8 FF	02340	PUT5	CALL PUT7
FF00	D2	4A	1E	01450	JP	NC,1E4AH	FFA4	C8	02350	RET	Z
FF03	3D			01460	DEC	A	FFA5	1A	02360	LD	A,(DE)
FF04	5F			01470	LD	E,A	FFA6	77	02370	LD	(HL),A
FF05	16	00		01480	LD	D,0	FFA7	C9	02380	RET	
FF07	E5			01490	PUSH	HL	FFA8	7C	02390	PUT7	LD A,H
FF08	21	CF	FE	01500	LD	HL,MOVtbl	FFA9	FE 3C	02400	CP	3CH
FF0B	19			01510	ADD	HL,DE	FFAB	38 08	02410	JR	C,PUT8
FF0C	E3			01520	EX	(SP),HL	FFAD	FE 40	02420	CP	40H
FF0D	FD	E1		01530	POP	IY	FFAF	30 04	02430	JR	NC,PUT8
FF0F	CF			01540	RST	8	FFB1	3E 01	02440	LD	A,1
FF10	2C			01550	DEFM	,	FFB3	B7	02450	OR	A
FF11	CD	02	2B	01560	CALL	2B02H	FFB4	C9	02460	RET	
FF14	7B			01570	LD	A,E	FFB5	AF	02470	PUT8	XOR A
FF15	B7			01580	OR	A	FFB6	C9	02480	RET	
FF16	CA	4A	1E	01590	JP	Z,1E4AH	FFB7	CD 02 2B	02490	GET	CALL 2B02H
FF19	32	D8	FE	01600	LD	(COUNT),A	FFBA	EB	02500	EX	DE,HL
FF1C	CF			01610	RST	8	FFB8	CD A8 FF	02510	CALL	PUT7
FF1D	2C			01620	DEFM	,	FFBE	CA 4A 1E	02520	JP	Z,1E4AH
FF1E	CD	02	2B	01630	CALL	2B02H	FFC1	EB	02530	EX	DE,HL

FFC2	D5	02540	PUSH	DE
FFC3	CF	02550	RST	8
FFC4	2C	02560	DEFM	,
FFC5	CD	02 2B	CALL	2B02H
FFC8	7B	02580	LD	A,E
FFC9	FE	02	CP	2
FFCB	D2	4A 1E	JP	NC,1E4AH
FFCE	11	CF FA	LD	DE,BUFFER
FFD1	E3	02620	EX	(SP),HL
FFD2	32	D9 FE	LD	(ERASE),A
FFD5	3A	45 F6	LD	A,(YSIZE)
FFD8	47	02650	LD	B,A
FFD9	E5	02660	GET2	PUSH HL
FFDA	C5	02670	PUSH	BC
FFDB	3A	44 F6	02680	LD A,(XSIZE)
FFDE	47	02690	LD	B,A
FFDF	CD	A8 FF	02700	GET3 CALL PUT7
FFE2	28	0C	02710	JR Z,GET5
FFE4	3A	D9 FE	02720	LD A,(ERASE)
FFE7	B7	02730	OR	A
FFE8	28	04	02740	JR Z,GET4
FFEA	1A	02750	LD	A,(DE)
FFEB	77	02760	LD	(HL),A
FFEC	18	02	02770	JR GET5
FFEE	7E	02780	GET4	LD A,(HL)
FFEF	12	02790	LD	(DE),A
FFF0	23	02800	GET5	INC HL
FFF1	13	02810	INC	DE
FFF2	10	EB	02820	DJNZ GET3
FFF4	C1	02830	POP	BC
FFF5	21	40 00	02840	LD HL,64
FFF8	EB	02850	EX	DE,HL
FFF9	E3	02860	EX	(SP),HL
FFFA	19	02870	ADD	HL,DE
FFFB	D1	02880	POP	DE
FFFC	10	DB	02890	DJNZ GET2
FFFE	E1	02900	POP	HL
FFFF	C9	02910	RET	
7000		02920	END	SPRITE
00000	TOTAL ERRORS			

BUFFER	FACF	PUT4	FF83
CLEAR	F66E	PUT5	FFA1
COUNT	FED8	PUT7	FFA8
ERASE	FED9	PUT8	FFB5
FIELD	F61D	PUTLP	FF2A
GET	FFB7	RESCUR	F685
GET2	FFD9	SPRITE	7000
GET3	FFDF	SPRTBL	F646
GET4	FFEE	STORE	FF38
GET5	FFF0	STORE2	FF3E
KILL	F69B	STORE3	FF4D
MOVtbl	FECF	TEMP	F6CF
NAME	F69E	TITLE	704A
PUT	FEDA	XSIZE	F644
PUT2	FF6F	YSIZE	F645
PUT3	FF7D		

PUT command) in which the user supplies a screen position. According to a flag, a block of the current sprite dimensions can be read from the screen into a buffer, or the buffer can be read back onto the screen. Format of GET: GETp,m where p = screen position (from 15360 to 16383) and m = move flag — m = 0 reads the block from the screen to the buffer, m = 1 reads the block from the buffer to the screen. Suppose we wanted to make eight more copies of the sprite in the previous program: see Listing 2.

## ACCESS TO THE SPRITE BUFFERS

The current sprite size can be obtained by:

PEEK (-2492) for the length x and  
PEEK (-2491) for the height y

The sprite position table starts at -2490, the formula for accessing the position of sprite n is:

entry addr = -2490 + (2\*(n-1))

For example, consider sprite number three. The buffer position is -2490 + (2\*2) = -2486. Therefore, upon execution of:

X = PEEK (-2436) + PEEK (-2485)\*256

X will contain the position on the screen of sprite number three. The GET buffer starts at -1329 and is a 1024 (1K) byte area of memory. The top left hand corner of the current sprite size starts at the first position in the buffer.

The MOVTBL table starts at -305 and contains nine bytes of information regarding the directions 1 to 9. For example, changing the 63 in -305 to 128 will cause a '1' direction to move two lines straight down, as opposed to one line down and one character to the left.

## PROGRAM NOTES

During loading, a message is displayed on the screen and the keyboard and screen vectors are changed to effect automatic program execution. The entry and initialisation routine SPRITE resets the I/O vectors and enforces the five commands. The NEW routine is called, then title control returns to the READY message. Note that the keyboard is reset to 301BH. For those without the extra ROMs in 3000H onwards, this should be changed to 3E3H.

The FIELD routine is self explanatory. The call to 2B02H evaluates the expression pointed to by HL and places the integer result in DE. The KILL routine again is self evident — it fills the GET buffer with spaces and resets all 20 sprites to 15360, the size being 1 by 1. The NAME routine first evaluates the sprite number and then calculates its entry in the position buffer. The position is then evaluated and if correct is then stored in the appropriate buffer. The PUT command first evaluates the sprite number, then calculates its entry address in the sprite position buffer. Second, the position is evaluated and the position in the move tabel MOVTBL calculated. Lastly, the count parameter is evaluated and stored and the erase value is evaluated and set.

The subroutine from line 1680 to 1960 reads the sprite from the screen and stores it temporarily in the PUT buffer, TEMP. Note that if any portion of the sprite is not within screen memory, it will not be read from/into the buffer. The old sprite is erased or not as it is read, according to the erase flag. The subroutine from lines 1970 to 2080 obtains the new address according to the direction and stores it in the sprite buffer, replacing the old address. Lines 2090 to 2270 contain the subroutine that stores the sprite on the screen at its new position, calling the subroutine PUT5 which only stores a portion of the sprite if it is within screen memory.

The GET command first evaluates the screen position, then the move indicator m which is stored in the erase variable, the subroutine from line 2640 to 2910 performs the actual move. Finally, the code in lines 2720 to 2790 performs the data transfer in the appropriate direction.

## SUMMARY OF COMMANDS

KILL	Reset all sprite variables
FIELD	Define sprite size
NAMEn,p	Define sprite n to be at position p
PUTn,d,t,s	Move sprite n direction d, t places: s=erase flag
GETp,m	Get from position p to buffer or vice versa according to m

TABLE 1

Capacity	Protect at	Start address	End address	Entry address	ORG operand
48K	63004	63005	65535	28672	0F61DH
32K	46620	46621	49152	28672	0B61DH
16K	30236	30237	32767	28672	0761DH



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Owners of the BBC Micro and the Electron will know that they are brimful of graphics modes. These modes allow the user to decide on his priorities: lots of colours, high resolution or plenty of program space (memory being what it is the Acorn machines, ie sparse, you can't have all three at once).

You can have text written to the screen in any mode, and text characters are displayed by setting screen pixels to the foreground colour in the shape of the required letter — that is to say, the screen is bit-mapped. This doesn't apply to Mode 7 on the BBC, which works by storing the ASCII codes of the displayed characters in screen memory and using a special character generator to produce the screen output. This makes Mode 7 very memory-efficient — eight times more efficient than the nearest mode up — but less flexible, since the character definitions are fixed and inaccessible.

The character definitions for the other seven modes are stored as part of the ROM: eight bytes per character, since the characters are defined on an eight-by-eight grid and there are fixed characters occupy nearly three-quarters of a kilobyte in memory, so one set of definitions has to suffice for all types of mode.

In consequence, the physical shape of the letters on the screen depends on the screen resolution, which affects the shape of the pixels for the selected mode. So text appearance has to be a compromise. The design of the characters is optimised for 40-column display — whether over 25 or 32 lines — and is quite pleasant. In the two 80-column modes, there are twice as many pixels to the screen-width and hence twice as many characters can be fitted onto one line, but each character is still only eight pixels wide so the text appears a bit squashed, though still legible.

On the other hand, in 20-column modes there are only half the number of pixels across the screen relative to 40-column, so the letters are stretched horizontally. This renders them, in my opinion at least, almost unreadable, especially when there are several lines of text. So, is there

# NEW TEXT FOR OLD

**Peter Green**

**The main problem with Modes 2 and 5 on the BBC Micro and the Electron is that large amounts of text tend to be unreadable. Here's a proportional spacing routine that will change all that.**

anything we can do to improve the situation?

## WEIGHT LOSS

Since the characters are bit-mapped, we can make them any shape we like by redefining them using the VDU23 command. To get 40 characters per line in Modes 2 and 5, which are 160 pixels wide, we need to make each character four pixels wide, which means only three pixels when the gap between letters is taken into account. Letters like M and W cannot be made to look right in this width, so I decided to compromise and design each letter on a 'proportional spacing' basis. Each letter is made as wide as is necessary for legibility, from one pixel (plus a one-pixel gap) for the exclamation mark, to five pixels plus a gap for the likes of M and W.

If we print our new characters on to the screen using the conventional PRINT statement and the text cursor, each letter

will still be spaced eight pixels apart, so the appearance of the letters will be improved but there will still be only 20 to the line and the spacing between them will look rather disjointed. The answer is print the text using proportional spacing, by linking the text and graphics cursors with the VDU5 command. After printing each character, the graphics cursor is moved along the line a distance depending on the width of the character just printed. Using this technique, an average of about 33 characters per line is obtained.

If a full eight bytes of data was used to define each new character, plus a byte for the width so that the cursor could be repositioned correctly, the data for each character would be nine bytes long. For a printing speed comparable to the normal PRINT statement, I wanted the routine to be in machine code, and it's much easier to multiply by eight in machine code (using three left

shifts of the binary number) that to multiply by nine to obtain the correct position in the data table for each character. Since the bottom row of almost all the characters is blank, my redefined set has a zero byte for the bottom row of every character (so it can be left out of the data table): this only affects the comma and semicolon, which are moved up by one pixel to accommodate this system.

## HOW IT WORKS

Listing 1 shows the setting up of the machine code and character data, the procedure that calls the assembled machine code and a short demonstration routine.

Let's consider the machine code part first. In this example 1000 bytes (more than we need, actually: this is the development program) is reserved by the DIM statement in line 5010. The first 472 locations contain the width and redefinition data bytes for the



**Listing 1. The complete proportional text program, plus a sample output routine.**

```

10 REM ** PROPORTIONAL TEXT IN MODES 2 AND 5
20 PROCsetup
30 MODE5:VDU19,0,1;0;
40 PROCprint(" !!"#$%& ()*+,.-./0123456789:;<=>?
@ABCDEFGHIJKLMNPQRSTUVWXYZ",256,256)
50 PRINT" !!"#$%& ()*+,.-./0123456789:;<=>?@ABCD
EFGHIJKLMNOPQRSTUVWXYZ"
60 PROCprint("THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG'S BACK.",700,600)
70 END
4000 DEFPROCprint(string$,xstart%,ystart%)
4005 VDU5
4010 ?xcurs=xstart% MOD 256: xcurs?1=xstart% DIV
256
4020 ?ycurs=ystart% MOD 256: ycurs?1=ystart% DIV
256
4030 CALL code,string$
4035 VDU4
4040 ENDPROC
5000 DEFPROCsetup
5010 DIM Q% 1000
5020 code=Q%+480: base=&75: ?base=Q% MOD 256: bas
e?1=Q% DIV 256
5030 curmov=Q%+472: ?curmov=25: curmov?1=4: curmo
v?6=23: curmov?7=224
5040 xcurs=curmov+2: ycurs=curmov+4
5050 par=&600: block=&70: string=&72: length=&74:
char=&77: temp=&79: oswrch=&FFEE
5060 FOR I=0 TO 3 STEP 3
5070 P%=code
5080 [
5090 OPT I
5100 LDA par+1           \get parameters
5110 STA block
5120 LDA par+2
5130 STA block+1
5140 LDY #0
5150 LDA (block),Y
5160 STA string
5170 INY
5180 LDA (block),Y
5190 STA string+1
5200 INY
5210 INY
5220 LDA (block),Y
5230 STA length
5240 LDY #0
5250 CPY length
5260 BNE start
5265 JMP end
5270 .start LDA base
5280 STA char
5290 LDA base+1
5300 STA char+1
5310 LDA (string),Y
5320 SEC
5330 SBC #32
code
5340 ASL A
5350 ASL A
5360 ASL A
5370 BCC nocarry
5380 INC char+1
ts
5390 CLC

```

\add offset to char  
\add in carry if it exists  
\save pointer to current character  
\get width of current character  
\and add it to the x cursor  
\check if high byte of x  
\if not, can print character  
\otherwise reset x cursor  
\to left of screen  
\and lower y cursor by 1  
\move the graphics cursor  
\and send start of VDU2  
3 command  
5640 INY  
5650 CPY #8  
5660 BNE loop  
5670 LDY #1  
5680 .read LDA (char),Y \read in definition byte  
5690 JSR oswrch \and send them out  
5700 INY  
5710 CPY #8  
5720 BNE read  
5730 LDA #0  
5740 JSR oswrch  
5750 LDA #224
character
5760 JSR oswrch cursor
5770 LDY #0
5780 LDA (char),Y
5790 CLC
5800 ADC xcurs
5810 STA xcurs
5820 BCC nocarry2
now it
5830 INC xcurs+1
5840 .nocarry2 LDY temp
ing position
5850 INY
5860 CPY length
5870 BEQ end
5875 JMP start
5880 .end RTS

59 characters that I dealt with (ASCII codes 32 to 90; space to capital Z), while the next locations contain the string of bytes for the graphics cursor shift and start of the VDU 23 command (ie 25, 4 (PLOT absolute), four bytes for the absolute X and Y coordinates to which the graphics cursor is to move, a 23 and a 224 (each character to be printed is redefined as character 224, then printed)). So the machine code proper starts at Q% + 480

('code').

Various page zero addresses are required: base, the actual address in memory of the start of the data bytes; par, block, string and length, to retrieve the parameters passed by the machine code CALL and find the string in memory; char, the address of the data corresponding to the current character; and temp, a temporary storage location for the pointer to the current string character.

The machine code starts by

moving the parameters from the BASIC workspace into page zero memory and then using them to locate the start of the string and its length. A check is made to see whether the string is empty, and if so, a jump is made to the end of the routine. Otherwise, the two-byte pointer char is reset to the start of the data block in memory (ie to the value of base) and the character to be printed is loaded into the accumulator using post-

indexed indirect addressing. The ASCII code has 32 subtracted from it (we will not be printing any control characters with this routine) and the result is multiplied by 8 (using three left shifts) to give the offset of the required eight data bytes into the data table.

The largest number that can be in the accumulator is 58 (ASCII 90, capital Z, since I have not redefined the lower case letters), which is 00111010 in binary. Multiply-

```

5890 J
5900 NEXT
5910 address=0%
5920 REPEAT
5930 READ data
5940 IF data<>999 THEN ?address=data: address=add
ress+1
5950 UNTIL data=999
5960 ENDPROC
7032 DATA32,0,0,0,0,0,0,0
7033 DATA16,128,128,128,128,0,128
7034 DATA32,160,160,0,0,0,0,0
7035 DATA48,80,80,248,80,248,80,80
7036 DATA40,32,112,80,64,224,64,240
7037 DATA40,144,176,32,96,64,208,144
7038 DATA48,96,144,144,96,152,144,120
7039 DATA24,64,192,128,0,0,0,0
7040 DATA32,96,192,128,128,128,192,96
7041 DATA32,192,96,32,32,32,96,192
7042 DATA48,32,168,112,32,112,168,32
7043 DATA32,0,0,64,64,224,64,64
7044 DATA24,0,0,0,0,64,64,128
7045 DATA32,0,0,0,0,224,0,0
7046 DATA16,0,0,0,0,128,128
7047 DATA40,16,48,32,96,64,192,128
7048 DATA32,64,224,160,160,160,224,64
7049 DATA32,64,192,64,64,64,64,224
7050 DATA40,96,144,16,32,64,128,240
7051 DATA40,96,144,16,32,16,144,96
7052 DATA40,32,96,96,160,240,32,32
7053 DATA40,240,128,224,16,16,144,96
7054 DATA40,112,192,192,240,144,240,96
7055 DATA40,240,16,16,32,32,64,64
7056 DATA40,96,144,144,96,144,144,96
7057 DATA40,96,240,144,144,112,48,224
7058 DATA16,0,0,128,128,0,128,128
7059 DATA24,0,64,64,0,64,64,128
7060 DATA40,16,32,64,128,64,32,16
7061 DATA32,0,0,224,0,0,224,0,0
7062 DATA40,128,64,32,16,32,64,128
7063 DATA32,64,160,32,96,64,0,64
7064 DATA40,96,144,176,176,176,128,112
7065 DATA32,64,224,160,160,224,160,160
7066 DATA40,224,176,176,224,176,176,224
7067 DATA48,112,216,128,128,128,216,112
7068 DATA40,224,176,144,144,144,176,224
7069 DATA40,240,128,128,224,128,128,240
7070 DATA40,240,128,128,224,128,128,128
7071 DATA48,112,216,128,184,136,216,112
7072 DATA32,160,160,160,224,160,160,160
7073 DATA32,224,64,64,64,64,64,224
7074 DATA40,112,32,32,32,160,224,64
7075 DATA40,144,176,224,192,224,176,144
7076 DATA32,128,128,128,128,128,128,224
7077 DATA48,216,248,168,168,136,136,136
7078 DATA40,144,144,208,240,176,144,144
7079 DATA40,96,240,144,144,144,144,240,96
7080 DATA40,224,176,176,224,128,128,128
7081 DATA40,96,144,144,144,144,176,160,112
7082 DATA40,224,176,176,224,160,176,144
7083 DATA48,112,216,192,112,24,216,112
7084 DATA32,224,64,64,64,64,64,64
7085 DATA32,160,160,160,160,160,160,224
7086 DATA32,160,160,160,160,160,224,64
7087 DATA48,136,136,136,136,168,248,80
7088 DATA32,160,160,64,64,64,160,160
7089 DATA32,160,160,160,224,64,64,64
7090 DATA32,224,32,32,64,128,128,224
7091 DATA999

```

ing by 8 means that we only have to check, after the third shift, whether the carry bit has become set, and if so add it to the high byte of the two-byte address char. Then we add what's left in the accumulator to the low byte of char, again checking to see if there is a carry and incrementing the high byte if necessary.

Now we are going to need to use the Y register for more post-indexed indirect addressing, so the current value of the

pointer to the position we have reached in the string is saved in location temp (a string cannot be longer than 256 characters on the BBC, so a single byte suffices). Now that char, char + 1 contain the start in memory of the eight data bytes required, we can load the width of the current character into the accumulator (line 5440) and add it to the current x position of the graphics cursor. (Note that this addition is done in the accumulator, the

actual memory locations remain unaltered). The BBC graphics modes treat the screen as being 1280 points wide, which is &0500 in hex, so we can simply check whether the character will fit onto the current line by checking if the high byte of the x cursor has reached 5. If it has, lines 5520-5540 set the x cursor to zero, that is the extreme left-hand edge of the screen, and lines 5550-5600 move the y cursor down the screen to the next line (graphics coordinates increase up the screen, so to move down we subtract).

Notice that the value subtracted in line 5570 is larger than you might think correct. However, although the screen is actually 160 by 256 pixels, the graphics system treats the screen as 1024 by 1280, so all pixel offsets have to be multiplied by 8 horizontally and 4 vertically to achieve the correct results on-screen. This is why the first number in each data statement (lines 7032-7090) is eight times the actual width: the remaining numbers in each line are the graphics data.

Next the graphics cursor is set to the correct position to print the next character. Lines 5620-5660 use the operating system call OSWRCH to send the sequence of eight bytes starting at curmov: 25,4 to indicate 'absolute move', the four bytes containing the x and y cursor positions, and a 23,224 to begin the character redefinition. Then the remaining seven bytes of data for the character in question are sent out by lines 5680-5720, followed by a final zero in lines 5730-5740 which represents the bottom row of all new characters. Then the character 224 is printed.

Finally lines 5770-5830 get the width of the current character again and add it to the x cursor, this time storing it back in the correct memory locations so that the next letter will be printed in the right place. The pointer to the string is recalled from temp, incremented, and if the end of the string hasn't been reached, the program loops back for the next character.

The 'leapfrogging' jumps at the start and end of the program (5260-5255 and 5870-5875) are not very elegant but as the main body of the machine code is longer than 128 bytes when assembled, relative

branching is unfortunately impossible.

Once the code is assembled, the data is POKEd into the memory block of 472 bytes left reserved for it. In fact the machine code itself only occupies 170 bytes, so the DIM statement in line 5010 could be altered to DIM Q% 642 to save memory.

## USING THE CODE

A procedure called PROC-print is used to implement the new routine: the parameters to be passed are the string to be printed, and the x and y coordinates at which you want the first letter to appear. The procedure links the text and graphics cursors with VDU 5, loads the x and y positions into the correct curmov locations as low-byte, high-byte pairs (lines 4010-4020), then CALLs the machine code. When the string has been printed, the cursors are set to normal with a VDU 4.

Note that this routine has certain limitations. Like the ordinary PRINT routine, it will not prevent words from breaking at the end of a line (although letters will not be broken). If you want to rewrite the program for word-wrapping, the techniques were covered in an article in the May issue of Computing Today.

Because the text is being written at the graphics cursor, the graphics colour rules set by any previous GCOL statement will be obeyed. Text will be superimposed on anything currently at the printing location, so you'll have to clear the required area first. The screen will not scroll if you try to write over the bottom: text will simply disappear into the nether world of negative coordinates.

For reasons of space I've only redefined letters up to Z but the adventurous among you could try redefining the lower-case letters too. To reduce the memory overhead, which is considerable, you could assemble the code and data, save it as a block of machine code and load it in as convenient for use by other programs, thus saving the space occupied by the assembler portion and the BASIC DATA statements: a considerable saving.

# MICRODRIVE FILE LINE EDITOR

W. F. Barnard

With the eventual availability of the ZX Microdrives, who needs a mainframe? Well, maybe life isn't quite that simple . . .



The ZX microdrives give the home micro user the ability to create his own files just like those on a mainframe computer. This program allows the user to create and edit these files.

Some of the terms used will be familiar to ICL users. The only failing with the Microdrive facility is that a program will crash if it tries to read off the end of a file. This editor, when creating a file will always put a final line in the file of four stars (★★★★), enabling the editor to recognise the end of a file.

The editor works by reading the file you wish to edit, the input file, one line at a time and allows you to modify each line, if required, before writing the line to an output file. If no input file is specified, then the editor automatically goes into input mode. Input mode allows you to create an output file containing as many lines as you wish. You terminate input mode by typing four stars as the final line in the file, ie ★★★★.

There is a facility to merge one other file (a MERGE file) with the current input file and another facility to allow editing instruc-

tions to be read from a file (a USE file) instead of from the keyboard.

Each line read from the input file is displayed on the screen in the form:

Line number(Line length) the actual line.  
eg 1(9) Hello mum

The command line that you type in must not contain leading or trailing spaces as the program is not designed to ignore these. The edit commands, which may be typed in upper or lower case are:

- C — Close the current input file (may be the MERGE file) and reopen it at the beginning (eg C).
- E — End the edit by Transcribing all the lines in the input file(s) to the output file and close them (eg E).
- I — Insert the string between the delimiters in front of the current line or go into input mode (eg I/Hello/will insert the line 'Hello' into the output file. IN will make the editor go into input mode, ie every line typed in will be written to the output file. Input mode is terminated with ★★★★).
- M — Open a second file for editing. This file is closed by the X command (eg M3fred will open file 'fred' on Microdrive 3).
- P — Move the Pointer over so many lines, ie read lines from the input file and do not write them to the output file. This in effect deletes lines. The command will stop itself if the ★★★★ at the end of the input file is read (eg P4 will skip over four lines. P/The/ will skip over lines until it finds a line beginning with the characters 'The'. PC/and/ will skip over lines until it finds a line containing the characters 'and').
- Q — Quit the edit. This will close all the files and then erase the output file (eg Q).
- R — Replace a 'find' string with a 'replace' string in the current line (eg R/the/there/ replaces the characters 'the' with the characters 'there' in the current line).
- T — Transcribe (ie copy) so many lines from the input file to the output file. This command works with the same parameters as the P command explained above. Like the P command, the T command will stop if the file ter-
- minator ★★★★ is read from the input file (eg T3 will copy 3 lines of the input file to the output file. T/We/will copy lines up to the line beginning with the characters 'We'. TC/the/ will copy lines up to the line containing the characters 'the').
- U — Use a file for further editing instructions. The USE file should contain the Z command to get further commands from the keyboard (eg U2fred will open the file 'fred' on Microdrive 2 and execute the editing commands contained in it).
- X — Close the MERGE file (eg X). X will close the MERGE file, if one is open, and display the current line from the original input file.)
- Z — Close the USE file if one is open and go back to the keyboard for further editing commands (eg Z).
- H — Help. Print a list of editing command instructions.
- CAT — The keyword CAT (ie extended mode, symbol shift 9) will show the catalogue of a Microdrive (eg CAT2 will catalogue Microdrive 2).
- ★ — An emergency command in case a USE file executes the ★★★★ file terminator.

## Example 2 : EDITING THE NEW FILE

RUN the editor program. Type ENTER to the first question. To the next two questions, type the filename and then the Microdrive number of the file that you wish to create. Type each line followed each time by ENTER. Type ★★★★ to end input mode and close your new file. You can check that your file has been created by using the MOVE command, ie to list your file called fred on Microdrive 1 on the screen type:

MOVE "m";1;"fred" TO #2

The following test file, call it fred on Microdrive 1, may be created for editing later in Example 2:

The first line of the file.  
The second line of the file.  
This is the third line with errors init  
This is the last line.

★★★★



## Example 1 : CREATING A NEW FILE

RUN the editor program. Type the following answers to the first four questions, comments are in braces{}:

fred	{The input file}
1	{Its Microdrive number}
fred2	{The output file, you can't use the name fred unless it's on another Microdrive}
1	{The same Microdrive}

Type in the following commands:

T1	{Transcribe one line}
P1	{Move the Pointer to the next line}
R/d/s/	{Replace 'd' with 's' so that 'id' becomes 'is'}
R/r/ir/	{Replace 'r' with 'ir' so 'third' becomes 'third'}
R/in/ine/	{Replace 'in' with 'ine' so 'lin' becomes 'line'}
R/v/th/	{Replace 'v' with 'th' so 'wiv' becomes with'}
R/eros/no errors/	{As above}
R/init/in it/	
T1	{Transcribe one line}
C	{Close and reopen the input file at the beginning}

T2	{Transcribe two lines}
P1	{Move the Pointer to the next line}
M1 fed	{Merge the file 'fred' on Microdrive 1, you can merge the same file like this if you want}
P2	{Move the Pointer over two lines}
R/This id//	{Replace 'This id' with nothing, ie delete the text}
T1	{Transcribe one line}
X	{Close the MERGE file}
E	{Copy the rest of the input file to the output file and close the files}

Type the following command:

MOVE "m";1;"fred2" TO #2

The resulting output file should look like this:

The first line of the file.  
This is the third line with no errors in it  
The first line of the file.  
The second line of the file.  
the third line with errors init  
This is the last line.

★★★★



## Example 3 : THE USE FILE

Suppose that you have a large file and you wish to correct one spelling mistake in line 134 and then end the edit. Create a file, as in Example 1, called 'use' containing the following edit commands:

T133	{Transcribe down to line 134}
R/Fred/Freda/	{Correct the spelling mistake}
E	{End the edit by transcribing the rest of your file to the new version}

★★★★

{End input mode when creating 'use'}
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RUN the editor again, as in Example 2, and when you are asked for a command type:

U1 use

This will take the editing instructions from the file 'use' on Microdrive 1. If you had a large file which takes a while to edit and transcribe all the lines, the USE file will allow you to edit the file while you are having coffee or making a phone call.

**Listing 1 Complete program for Microdrive File Line Editor.**

```

10 REM ****
11 REM * Microdrive File Editor *
12 REM * W.F.Barnard B.Sc. *
13 REM * April 1984 *
14 REM ****
15
20 GO SUB 100: REM init
25 GO SUB start
30 GO SUB openfiles
35 IF inputonly THEN GO SUB input: GO TO 65
40
45 GO SUB getcommand
50 GO SUB command
55 IF NOT end THEN GO TO 45
60
65 GO SUB closefiles
70 GO SUB synopsis
75 GO TO 9999
99
100 REM ****
101 REM * Initialise *
102 REM ****
103
110 LET a$="": REM command string
115 LET c$="": REM current line
120 LET f$="": REM find string
125 LET s$="": REM replace string
130 LET i$="": REM insert string
135 LET t$="": LET s$="" REM temp stores for c$
140 LET d$="Command_": REM command display string
145 LET m$="": REM string delimiter
150 LET nocoms=14: REM no. commands
155 DIM z$(nocoms,6): REM commands + line no.s
160 RESTORE 160
175 FOR i=1 TO nocoms
180 READ z$(i,1)
185 NEXT i
190 DATA "Cc1300","Ee1400"
191 DATA "Ii1500","Mm1600"
192 DATA "Fp1700","Dg2000"
193 DATA "Rr2100","Tt2300"
194 DATA "Uu2600","Xx2700"
195 DATA "Zz2800","Hh3100"
196 DATA "CAT CAT 2900","*3000"
200 DIM b$(4,11): REM microdrive no.s + filenames
205 DIM l$(3): REM linecounts for each file
206 LET index=1: REM index to linecounts, i=1/p file, 2=merge file
210 LET command=0: REM command stream(0=bd, 6=USE file)
215 LET instrm=4: REM input file stream(5=merge file)
220 LET start=500
225 LET openfiles=700
230 LET input=800
235 LET putline=850
235 LET getline=900
237 LET write=940
240 LET getcommand=1000
245 LET illegal=1200
250 LET tooshort=1250
255 LET delimerr=1280
257 LET find=1950
260 LET closefiles=3400
262 LET endfile=3460
265 LET synopsis=3500
266 LET bp1=1: REM Beep parameters
267 LET bp2=20
270 LET TRUE=1: REM boolean values
275 LET FALSE=0
280 LET inputonly=FALSE
285 LET end=FALSE
290 LET merge=FALSE
300 LET user=FALSE
310 LET found=FALSE
400 RETURN
498
499 REM start:
500 REM ****
501 REM * Start *
502 REM ****
503
510 CLEAR #: CLS #
515 FOR i=1 TO 5: PRINT PAPER 1i": NEXT i
520 PRINT INK 7; PAPER 2;AT 1,5;"Microdrive File Editor";AT 2,8;"W.F.Barnard B.
Sc.;"AT 3,11;"April 1984"
521
525 PRINT "'What is the name of the file to be edited? (just press ENTER for
input mode only)"
527 BEEP bp1,bp2
530 INPUT LINE a$: LET lena=LEN a$
535 IF lena>10 THEN GO TO 525
540 IF lena=1 THEN LET inputonly=TRUE: GO TO 565
541
545 PRINT "Which microdrive is it on (1-8)?"
547 BEEP bp1,bp2
550 INPUT num
555 IF num<1 OR num>8 THEN GO TO 545
560 LET b$(1)=STR$ num+#
561
565 PRINT "What is the name of your output file?"
567 BEEP bp1,bp2
570 INPUT LINE a$: LET lena=LEN a$
575 IF lena=0 OR lena>10 THEN GO TO 565
576
580 PRINT "Which microdrive is it on (1-8)?"
582 BEEP bp1,bp2
585 INPUT num
590 IF num<1 OR num>8 THEN GO TO 580
591
595 LET b$(2)=STR$ num+#
600 IF b$(1)=b$(2) THEN PRINT "Output file same as input file": GO TO 565
605 PRINT
610 RETURN
698
699 REM openfiles:
700 REM ****
701 REM * Open files *
702 REM ****
703
705 PRINT "Opening File(s)"
710 IF NOT inputonly THEN OPEN #instrm;"m";VAL b$(1,1);b$(1,2 TO ): GO SUB get
100
720 OPEN #7;"m";VAL b$(2,1);b$(2,2 TO )
730 RETURN
798
799 REM input:
800 REM ****
801 REM * Input mode *
802 REM ****
803
805 PRINT "Input Mode (Terminate with ****)"
810 BEEP bp1,bp2: INPUT #comstrm; LINE c$
815 POK 23692,0: PRINT c$
820 IF c$="****" THEN RETURN
825 GO SUB putline
840 GO TO 812
848
849 REM putline:
850 REM ****
851 REM * Put c$ to output file *
852 REM ****
853
860 PRINT #7;c$
870 LET 1(2)=1(2)+1
880 RETURN
898
899 REM getline:
900 REM ****
901 REM * Get current line from input stream *
902 REM ****
903
904 INPUT #instrm; LINE c$
910 LET 1(index)=1(index)+1
911
912 REM printc:
914 LET lena=LEN c$
915 POK 23692,0
916 PRINT "1(index);";c$;"c"
918 RETURN
919
919 REM getcommand:
920 REM ****
921 REM * Get command from command stream *
922 REM ****
923
924 IF NOT use THEN BEEP bp1,bp2
925 INPUT #comstrm(d$); LINE a$
926 LET lena=LEN a$
927 IF lena=0 THEN GO TO 1010
928
929 POK 23692,0
930 PRINT "Command_";a$
931 REM find command
932 FOR i=1 TO nocoms
933 IF a$(i)=z$(i,1) OR a$(i)=z$(i,2) THEN LET command=VAL z$(i,3 TO ): RETURN
934
935 NEXT i
936 LET command=illegal
937 RETURN
938
939 REM illegal:
940 REM ****
941 REM * Illegal command *
942 REM ****
943
944 POK 23692,0
945 BEEP bp1+bp1,bp2
946 PRINT FLASH 1;"ILLEGAL"
947 BEEP bp1+bp1,bp2
948 RETURN
949
950 REM tooshort:
951 POK 23692,0
952 PRINT INVERSE 1;"Command too short"
953 GO TO 1220
954
955 REM delimerr:
956 POK 23692,0
957 PRINT INVERSE 1;"Delimiters do not match"
958 GO TO 1220
959
960
961
962 REM ****
963 REM * C command *
964 REM ****
965 REM * Format C ****
966 REM * Close current input file and *
967 REM * reopen at beginning of file *
968 REM ****
969
970
971
972 REM ****
973 CLOSE #instrm
974 OPEN #instrm;"m";VAL b$(index,1);b$(index,2 TO )
975 LET 1(index)=0
976 GO SUB getline
977 RETURN
978
979
980 REM ****
981 REM * E command *
982 REM ****
983 REM * Format E ****
984 REM * Transcribe rest of input file(s) *
985 REM * to output file and signal end. *
986 REM ****
987
988
989
990 REM ****
991 IF c$="**" THEN GO TO 1440
992 GO SUB putline
993 GO SUB getline
994 GO TO 1410
995
996 REM ****
997 IF NOT merge THEN LET end=TRUE: RETURN
998
1000 REM ****
1001 IF c$="IN" THEN LET s$c=c$: GO SUB input: LET c$=s$: GO TO printc
1002 GO SUB putline
1003 GO SUB getline
1004 GO TO 1410
1005
1006 REM ****
1007 IF a$(3)<1 THEN LET i$="": GO TO 1520
1008 LET i$=a$(3 TO lena-1)
1009 IF a$(2)>a$(lena) THEN GO TO 1510
1010 LET s$c=c$:
1011 LET c$=i$:
1012 GO SUB putline
1013 LET c$=s$:
1014 GO SUB putline
1015 LET c$=s$:
1016
1017 REM ****
1018 IF lena<2 THEN LET s$c="": GO TO 1520
1019 LET i$=a$(3 TO lena-1)
1020 LET s$c=c$:
1021 LET c$=i$:
1022 GO SUB putline
1023 LET c$=s$:
1024 GO SUB putline
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1038 GO SUB putline
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1040 GO SUB putline
1041 LET c$=s$:
1042 GO SUB putline
1043 GO TO 1410
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1045
1046 REM ****
1047 IF a$(3)<1 THEN LET i$="": GO TO 1520
1048 LET i$=a$(3 TO lena-1)
1049 LET s$c=c$:
1050 LET c$=i$:
1051 GO SUB putline
1052 LET c$=s$:
1053 GO SUB putline
1054 LET c$=s$:
1055 GO into input mode.
1056 REM ****
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1060 REM ****
1061 IF a$(3)<1 THEN LET i$="": GO TO 1520
1062 LET i$=a$(3 TO lena-1)
1063 LET s$c=c$:
1064 LET c$=i$:
1065 GO SUB putline
1066 LET c$=s$:
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1143 GO SUB putline
1144 GO TO 1410
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1146 REM ****
1147 IF a$(3)<1 THEN LET i$="": GO TO 1520
1148 LET i$=a$(3 TO lena-1)
1149 LET s$c=c$:
1150 LET c$=i$:
1151 GO SUB putline
1152 LET c$=s$:
1153 GO SUB putline
1154 LET c$=s$:
1155 GO into input mode.
1156 REM ****
1157
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1159
1160 REM ****
1161 IF a$(3)<1 THEN LET i$="": GO TO 1520
1162 LET i$=a$(3 TO lena-1)
1163 LET s$c=c$:
1164 LET c$=i$:
1165 GO SUB putline
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1401 GO SUB putline
1402 LET c$=s$:
1403 GO SUB putline
1404 GO TO 1410
1405
1406 REM ****
1407 IF c$="**" THEN GO TO 1440
1408 GO SUB putline
1409 GO SUB getline
1410 GO TO 1410
1411
1412 REM ****
1413 IF c$="IN" THEN LET end=TRUE: RETURN
1414
1415
1416 REM ****
1417 IF a$(3)<1 THEN LET i$="": GO TO 1520
1418 LET i$=a$(3 TO lena-1)
1419 LET s$c=c$:
1420 LET c$=i$:
1421 GO SUB putline
1422 LET c$=s$:
1423 GO SUB putline
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1597 GO SUB putline
1598 LET c$=s$:
1599 GO SUB putline
1600 LET c$=s$:
1601 GO SUB putline
1602 LET c$=s$:
1603 GO SUB putline
1604 GO SUB openfile called fred on microdrive 2 *
1605 REM * for input. Use X command to close it. *
1606 REM ****
1607
1608 REM ****
1609 IF merge THEN PRINT "Merge file already open": GO TO illegal
1610 IF lena=1 THEN GO TO illegal
1611 IF a$(2)<"0" OR a$(2)>"8" THEN PRINT "Microdrive number missing": GO TO i1
1612 legal
1613 LET i$=a$(2 TO )
1614 LET s$c=c$:
1615 OPEN #instrm;"m";VAL b$(3,1);b$(3,2 TO )
1616 LET i$=a$(3 TO )
1617 LET s$c=c$:
1618 LET t$c=t$c:
1619 LET merge=TRUE
1620 LET t$c=c$: REM save current line
1621 GO SUB getline
1622 LET c$=s$:
1623 GO SUB putline
1624 LET c$=s$:
1625 GO SUB putline
1626 LET c$=s$:
1627 GO SUB putline
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1633 GO SUB putline
1634 LET c$=s$:
1635 GO SUB putline
1636 LET i$=a$(3 TO )
1637 LET s$c=c$:
1638 LET t$c=t$c:
1639 LET merge=TRUE
1640 LET t$c=c$: REM save current line
1641 GO SUB getline
1642 LET c$=s$:
1643 GO SUB putline
1644 LET c$=s$:
1645 GO SUB putline
1646 LET i$=a$(3 TO )
1647 LET s$c=c$:
1648 LET t$c=t$c:
1649 LET merge=TRUE
1650 LET t$c=c$: REM save current line
1651 GO SUB getline
1652 LET c$=s$:
1653 GO SUB putline
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1696 LET c$=s$:
1697 GO SUB putline
1698 LET c$=s$:
1699 GO SUB putline
1700 LET c$=s$:
1701 GO SUB p command *
1702 REM ****
1703 REM * Format P4 or P/string/ or PC/string/ ****
1704 REM * Read & ignore so many lines from input stream *
1705 REM ****

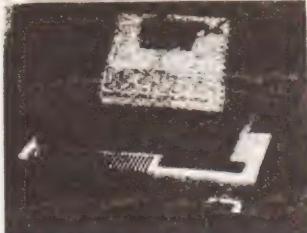
```

```

1706
1707 IF lena=1 THEN GO TO illegal
1708 IF a$(2)="C" OR a$(2)="c" THEN GO TO 1858
1709 IF a$(2)<"0" OR a$(2)>"9" THEN GO TO 1790
1710 FOR i=1 TO VAL a$(2 TO )
1711 IF c$="****" THEN GO TO endfile
1712 GO SUB getline
1713 NEXT i
1714 RETURN
1715
1716 REM find line beginning with f$
1717 IF lena<4 THEN GO TO tooshort
1718 LET f$=a$(3 TO lena-1); LET lenf=LEN f$
1719 IF a$(2)<a$(lena) THEN GO TO delimerr
1720
1721 IF c$="****" THEN GO TO endfile
1722 GO SUB findf; IF found AND pos=1 THEN RETURN
1723 GO SUB getline
1724 GO TO 1810
1725
1726 REM find line containing f$
1727 IF lena<5 THEN GO TO tooshort
1728 LET f$=a$(4 TO lena-1); LET lenf=LEN f$
1729 IF a$(3)<a$(lena) THEN GO TO delimerr
1730
1731 IF c$="****" THEN GO TO endfile
1732 GO SUB findf
1733 IF found THEN RETURN
1734 GO TO 1800
1735
1736 REM findf
1737 REM ****
1738 REM * Find f$ in c$ *
1739 REM ****
1740
1741 LET found=FALSE
1742 FOR i=1 TO lenf-lenf+1
1743 IF f$=c$(i TO i+1+pos-1) THEN LET pos=i; LET found=TRUE; RETURN
1744 NEXT i; LET pos=0
1745 RETURN
1746
1747 REM ****
1748 REM * Q command *
1749 REM ****
1750 REM * Format Q ****
1751 REM * Quit edit, close files & erase output file *
1752 REM ****
1753
1754 GO SUB closefiles
1755 PRINT "Erasing Output File"
1756 ERASE "m:\VAL b$(2,1);b$(2,2 TO )
1757 LET end=TRUE
1758 GO TO 9999
1759
1760 REM ****
1761 REM * R command *
1762 REM ****
1763 REM * Format R/find/replace/ ****
1764 REM * Replace find string with replace string *
1765 REM * in current line. *
1766 REM * Replace string may be blank. *
1767 REM ****
1768
1769 IF c$="****" THEN GO TO endfile
1770 IF lena<5 THEN GO TO tooshort
1771 LET m$=a$(2)
1772 IF m$<a$(lena) THEN GO TO delimerr
1773 LET a$=a$(3 TO lena-1); LET lena=LEN a$
1774 REM find middle delimiter
1775 FOR i=1 TO lena
1776 IF a$(i)=m$ THEN GO TO 2100
1777 NEXT i
1778 GO TO delimerr
1779
1780 LET f$=a$( TO i); LET lenf=LEN f$
1781 LET r$=a$(i TO ); LET lenr=LEN r$
1782 IF lenf>1 THEN PRINT "Empty find string"; GO TO illegal
1783 LET f$=a$( TO lenf-1); LET lenf=LEN f$
1784 IF lenr>1 THEN LET r$=""; LET lenr=0; GO TO 2230
1785 LET r$=a$(2 TO ); LET lenr=LEN r$
1786 GO SUB findf
1787 IF NOT found THEN PRINT "String ";f$;" not found"; GO TO illegal
1788 IF lenf=1 THEN LET c$=r$; GO TO printc
1789 IF pos=1 THEN LET c$=c$+pos+1 TO ); GO TO printc
1790 IF pos>lenf-1 THEN LET c$=a$( TO pos-1)+r$; GO TO printc
1791 LET c$=a$( TO pos-1)+r$+c$+pos+1 TO )
1792 GO TO printc
1793
1794 REM ****
1795 REM * T command *
1796 REM ****
1797 REM * Format TS or T/string/ or TC/string/ *
1798 REM * Transcribe so many lines from input *
1799 REM * stream to output stream *
1800 REM ****
1801
1802 IF lena<1 THEN GO TO tooshort
1803 IF a$(2)="C" OR a$(2)="c" THEN GO TO 2480
1804 IF a$(2)<"0" OR a$(2)>"9" THEN GO TO 2400
1805 REM transcribe n lines
1806 FOR i=1 TO VAL a$(2 TO )
1807 IF c$="****" THEN GO TO endfile
1808 GO SUB putline
1809 GO SUB getline
1810 NEXT i
1811 RETURN
1812
1813 REM transcribe up to line beginning with f$
1814 IF lena<4 THEN GO TO tooshort
1815 LET f$=a$(3 TO lena-1); LET lenf=LEN f$
1816 IF a$(2)<a$(lena) THEN GO TO delimerr
1817
1818 GO SUB findf; IF found AND pos=1 THEN RETURN
1819 IF c$="****" THEN GO TO endfile
1820 GO SUB putline
1821 GO SUB getline
1822 GO TO 2430
1823
1824 REM transcribe up to line containing f$
1825 IF lena<5 THEN GO TO tooshort
1826 LET f$=a$(4 TO lena-1); LET lenf=LEN f$
1827 IF a$(3)<a$(lena) THEN GO TO delimerr
1828
1829 IF c$="****" THEN GO TO endfile
1830 GO SUB findf
1831 IF found THEN RETURN
1832 GO SUB putline
1833 GO SUB getline
1834 GO TO 2510
1835
1836 REM ****
1837 REM * Command *
1838 REM ****
1839 REM * For use with UEdred ****
1840 REM * Use file called fred on microdrive 2 *
1841 REM * for further edit commands. This file *
1842 REM * should contain the Z command to come *
1843 REM * back to the keyboard. *
1844 REM ****
2610 IF lena=1 THEN GO TO illegal
2611 IF use THEN PRINT "Already using USE file"; GO TO illegal
2612 IF a$(2)<"1" OR a$(2)>"8" THEN PRINT "Missing microdrive number"; GO TO 11
2613
2614 LET b$(4)=a$(2 TO )
2615 LET d$=""
2616 LET comstrm=6
2617 OPEN #comstrm;"m";VAL b$(4,1);b$(4,2 TO )
2618 LET use=TRUE
2619 RETURN
2620
2621 REM ****
2622 REM * X command *
2623 REM ****
2624 REM * Format X ****
2625 REM * Close merge file *
2626 REM ****
2627
2628 IF lena<1 THEN GO TO illegal
2629 IF NOT merge THEN PRINT "No merge file open"; GO TO illegal
2630 CLOSE #instrm
2631 LET index=4
2632 LET cstr$=REM retrieve current line
2633 LET merge=FALSE
2634 LET b$(3)="
2635 LET d$="Command_"
2636 LET index=1
2637 GO TO printc
2638
2639 REM ****
2640 REM * Z command *
2641 REM ****
2642 REM * Format Z ****
2643 REM * Close USE file and go back to keyboard *
2644 REM * for editing commands. *
2645 REM ****
2646
2647 IF lena>1 THEN GO TO illegal
2648 IF NOT use THEN PRINT "No USE file open"; GO TO illegal
2649 CLOSE #comstrm
2650 LET comstrm=0
2651 LET b$(4)="
2652 LET d$="Command_"
2653 LET use=FALSE
2654 RETURN
2655
2656 REM ****
2657 REM * Q command *
2658 REM ****
2659 REM * Format Q ****
2660 REM * Close USE file and go back to keyboard *
2661 REM * for editing commands. *
2662 REM ****
2663
2664 IF lena>1 THEN GO TO illegal
2665 IF NOT use THEN PRINT "No USE file open"; GO TO illegal
2666 CLOSE #instrm
2667 LET comstrm=" "
2668 LET b$(4)="
2669 LET d$="Command_"
2670 LET use=FALSE
2671 RETURN
2672
2673 REM ****
2674 REM * CAT command *
2675 REM ****
2676 REM * Format CAT n ****
2677 REM * Catalogue microdrive n *
2678 REM ****
2679
2680 IF lena>2 THEN GO TO illegal
2681 IF a$(2)<"1" OR a$(2)>"8" THEN PRINT "Invalid microdrive number"; GO TO 11
2682
2683 CAT VAL a$(2)
2684 GO TO printc
2685
2686 REM ****
2687 REM * Command *
2688 REM ****
2689 REM * Format * ****
2690 REM * Emergency command in case a USE file *
2691 REM * runs off the end & executes the *** *
2692 REM ****
2693
2694 BEEP bp1=bp1,bp2
2695 PRINT FLASH 1;"End of USE file??""
2696 BEEP bp1=bp1,bp2
2697 PRINT FLASH 1;"Closing USE file if open??""
2698 GO TO 2820 REM Z command
2699
2700 REM ****
2701 REM * H command *
2702 REM ****
2703 REM * Format H ****
2704 REM * Print Help page *
2705 REM ****
2706
2707 IF lena>1 THEN GO TO illegal
2708 CLS
2709 PRINT INVERSE 1;"List of commands."
2710 SLOWSTORE 3130
2711 FOR i=1 TO nocoms
2712 READ #i
2713 PRINT #i;"=";z$(i,1);";";h$"
2714 NEXT i
2715 PRINT
2716 GO TO printc
2717
2718 DATA "Close current input file and reopen at beginning, (C)""
2719 DATA "Transcribe rest of input file(s) to output file and end edit, (E)""
2720 DATA "Insert a line in front of current line or go into input mode, (I/string/ or IN)""
2721 DATA "Merge a 2nd input file (File1,2)""
2722 DATA "Move Pointer over so many lines of input file, (P4 or P/string/ or PC/string/)""
2723 DATA "Quit, Close files & erase outputfile, (Q)""
2724 DATA "Replace find string with replacestring in current line, (R/f/r/)""
2725 DATA "Transcribe so many lines from input file to output file (T6 or T/string/ or TC/string/)""
2726 DATA "Use a file for editing commands, (Uinewfile)""
2727 DATA "Close merged file, (X)""
2728 DATA "Close USE file, (Z)""
2729 DATA "Print this Help list (H)""
2730 DATA "Catalogue a microdrive, ( CAT 2)""
2731 DATA "Emergency command in case a USE file executes the *** at the end of the file.""
2732
2733 REM closefiles:
2734 REM ****
2735 REM * Close files *
2736 REM ****
2737
2738 PRINT "Closing File"
2739 IF merge THEN GO SUB 2730; REM X command
2740 IF use THEN GO SUB 2830; REM Z command
2741 IF NOT inputonly THEN CLOSE #instrm
2742 PRINT #7;"****"; REM file terminator
2743 LET 1(2)=1(2)+1
2744 CLOSE #7
2745 RETURN
2746
2747 REM endfile:
2748 REM ****
2749 REM * Report end of i/p file *
2750 REM ****
2751
2752 PRINT "You have reached the end of yourinput file"
2753 RETURN
2754
2755 REM ****
2756 REM * Synopsis *
2757 REM ****
2758
2759 PRINT 1(1); " lines read from input file "
2760 PRINT 1(2); " lines written to output file "
2761 PRINT 1(3); " lines read from merge file "
2762 RETURN
2763
2764 ERASE "m:\";"Editor"
2765 SAVE "m:\";"Editor" LINE 10

```

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RS232 Interface with a buffer xon/xoff  
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### STAR

Gamma 10X 120 CPS 10" wide fric. & tract feed  
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Delta 10 160 CPS 10" wide fric & tract feed  
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GP100VC 100 CPS 10" wide VIC 10 & 64 interf  
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correspondence quality  
GP100AS Serial interface ideal for Spectrum with microdrive

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13 CPS Bi-Directional 10.12.15 CP1 - PS  
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16 Bit Micro 128 RAM

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16 Bit Micro 32 RAM

16 Bit Micro 16 RAM

16 Bit Micro 8 RAM

16 Bit Micro 4 RAM

16 Bit Micro 2 RAM

16 Bit Micro 1 RAM

16 Bit Micro 0.5 RAM

16 Bit Micro 0.25 RAM

16 Bit Micro 0.125 RAM

16 Bit Micro 0.0625 RAM

16 Bit Micro 0.03125 RAM

16 Bit Micro 0.015625 RAM

16 Bit Micro 0.0078125 RAM

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16 Bit Micro 0.0000000000000000000135525271560625002343125 RAM

16 Bit Micro 0.000000000000000000006776263578031250011715625 RAM

16 Bit Micro 0.00000000000000000000338813178901562500058565625 RAM

16 Bit Micro 0.0000000000000000000016940658945078125000292815625 RAM

16 Bit Micro 0.000000000000000000000847032947253906250001464078125 RAM

16 Bit Micro 0.00000000000000000000042351647362695312500007320390625 RAM

16 Bit Micro 0.000000000000000000000211758236813476562500003660196875 RAM

16 Bit Micro 0.000000000000000000000105879118406738125000018300984375 RAM

16 Bit Micro 0.000000000000000000000052939559203319062500000915049375 RAM

16 Bit Micro 0.00000000000000000000002646977960165953125000004575246875 RAM

16 Bit Micro 0.0000000000000000000000132348898008297656250000022876234375 RAM

16 Bit Micro 0.0000000000000000000000066174449004148812500000114381171875 RAM

16 Bit Micro 0.000000000000000000000003308722450207446875000000571905890625 RAM

16 Bit Micro 0.00000000000000000000000165436122510372265625000000285951184375 RAM

16 Bit Micro 0.0000000000000000000000008271806125518612500000001429755921875 RAM

16 Bit Micro 0.00000000000000000000000041359030627593062500000007148779609375 RAM

16 Bit Micro 0.000000000000000000000000206795153137965312500000035743898046875 RAM

16 Bit Micro 0.00000000000000000000000010339757656898265625000000178719490234375 RAM

16 Bit Micro 0.000000000000000000000000051698788284491312500000008935974501875 RAM

16 Bit Micro 0.00000000000000000000000002584939414224565625000000044679872509375 RAM

16 Bit Micro 0.0000000000000000000000000129246970711228265625000000223449387509375 RAM

16 Bit Micro 0.000000000000000000000000006462348535561412500000001117246937509375 RAM

16 Bit Micro 0.0000000000000000000000000032311742677807062500000005586234687509375 RAM

16 Bit Micro 0.000000000000000000000000001615587133890353125000000027931693437509375 RAM

16 Bit Micro 0.00000000000000000000000000080779356694517656250000000139658467509375 RAM

16 Bit Micro 0.00000000000000000000000000040389678347258812500000000698292337509375 RAM

16 Bit Micro 0.000000000000000000000000000201948391736294062500000003491461687509375 RAM

16 Bit Micro 0.00000000000000000000000000010097419587814703125000000017453923437509375 RAM

16 Bit Micro 0.000000000000000000000000000050487097939073531250000000087274617509375 RAM

16 Bit Micro 0.000000000000000000000000000025243548969536765625000000043

# SCREEN SCROLLER

D. Garvin

Graphics windows are useful features to enhance the output capabilities of your computer. If your micro doesn't have them, fear not — this article will provide them for any Z80 based machine.

Recently, for display purposes I needed a routine to scroll the VDU screen both vertically and horizontally, accompanied by complete wrap-around in both cases. This article describes how this was achieved and developed further on a TRS 80 Model I with 48K of RAM (changes are given for those using 16K). The general principles however, can probably be applied to any micro that has a memory-mapped display.

Before going into details it is worth mentioning the two features of the Model I which make screen manipulation relatively easy.

● **The VDU contents have a permanent home but will travel.** The screen is made up of 16 lines, each line being 64 one-byte characters in length. Thus, the entire display takes up 1024 bytes of RAM. As shown in Fig 1, this chunk of bytes is permanently resident at addresses 15360 to 16383 in the memory map. Because the screen can be treated like any other RAM memory, it is possible to PEEK at a specific location and if necessary, POKE the value elsewhere in RAM including a new location on the screen. This method is fine if only a few bytes have to be relocated but shifting 1024 bytes around is very tedious. The solution is to use machine code to juggle the contents of the screen.

● **The keyboard can be scanned easily.** The addresses 14337 (3801H) to 14464 (3880H) are given over the keyboard. Figure 1 shows the arrangement for the eight rows of keys including row seven which has the arrow keys. As these particular keys are used extensively in the routines, it is important to understand what happens when they are pressed.

The following small program should help.

```
10 CLS
20 REM KEYBOARD PEEKING
30 A$=INKEY$
40 IF A$="" THEN 30
50 P=PEEK(14400)
60 PRINT P;
70 GOTO 30
```

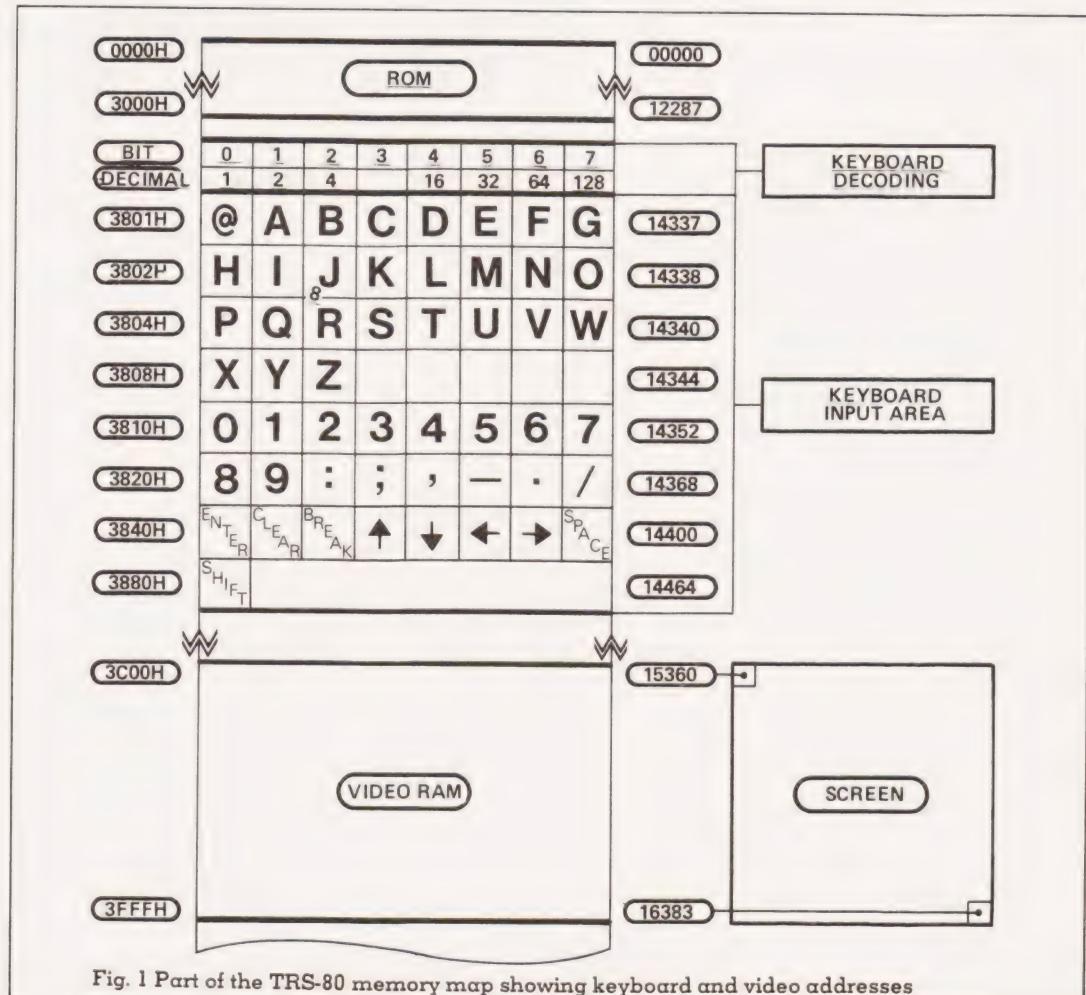
If the keys from ENTER to SPACEBAR (excluding BREAK) are pressed in turn, the values 1, 2, 8, 16, 32, 64 and 128 should be displayed. Each time a key is pressed in this row, which is mapped to the single byte address 14400, the bit pattern of that byte changes. These changes are used to decode which of the eight keys was pressed. The "resting state" of the byte is 00000000 but pressing UP ARROW, say, causes BIT 3 to become a 1

and the byte now equals decimal 8. Similarly, pressing SPACEBAR causes BIT 7 to become a 1 and the byte equals 128. So it is easy to tell which key has been pressed in this row by PEEKing at 14400 immediately following the press (Line 50 above).

But that's not the end of it. Shortly after the key has been released, the bit pattern of byte 14400 reverts back to 00000000 again, ready for the next key press. To see this happen, remove lines 30 and 40 above and note that the cavalcade of zeros across the screen can only be interrupted by pressing one of the seven keys in the block represented by 14400. Other keys have no effect as they are mapped to other addresses. Because the whole process is so fast, a regular scan of the keyboard can be accomplished either by PEEKing (14400), or by performing a machine code equivalent LD A,(14400), searching all the time for an input from one of the ARROW keys. Pressing any one of the four arrow keys, can be used to signal that a screen movement is required. Depending on which key is detected, the screen can then be moved sideways or up and down.

## HOW IT WORKS

In the Z80 Instruction Set there are two useful block transfer commands which can quickly copy the contents of one set



Listing 1

```

00100 ;*****
00110 ;LISTING 1
00120 ;WINDOW SCROLLING AND ROTATION ASSEMBLER VERSION
00130 ;TRS80 MODEL I/III
00140 ;(C) T.A. THOMAS 1984
00150 ;FULL AND PARTIAL SCREEN SCROLLING SUPPORTED
00160 ;UP/DOWN/RIGHT/LEFT ARROWS MOVE SCREEN
00170 ;CLEAR KEY TO RETURN TO BASIC
00180 ;*****
00190 ;
F82 00200 ORG 65154 ;48K SYSTEMS
00210 ;
F82 3AA038 00220 SCAN LD A,(14400) ;ARROW KEYS ROW ADDRESS
F85 F802 00230 CP 2 ;CLEAR KEY PRESSED?
F87 C8 00240 RET Z ;YES-SO BACK TO BASIC
F88 FE08 00250 CP 8 ;UP ARROW PRESSED?
F8A 2812 00260 JR Z,UP ;YES-GO PROCESS UP
F8C FE10 00270 CP 16 ;DOWN ARROW PRESSED?
F8E 2851 00280 JR Z,DOWN ;YES-GO PROCESS DOWN
F90 FE20 00290 CP 32 ;LEFT ARROW PRESSED?
F92 CR20FF 00300 JP Z,LEFT ;YES GO PROCESS LEFT
F95 FE40 00310 CP 64 ;RIGHT ARROW PRESSED?
F97 CASAFF 00320 JP Z,RIGHT ;YES-GO PROCESS RIGHT
F9A 18E5 00330 JR SCAN ;IGNORE REST:BACK TO SCAN
F9C 00 00340 NOP
F9D 00 00350 NOP
00360 ;*****
F9E 3AB2FF 00370 UP LD A,(SCROLL) ;CHECK FOR SINGLE LINE
F9A FE01 00380 CP 1 ;SCROLL WHICH IS ILLEGAL
F9A 2800 00390 JR Z,SCAN ;YES-SO IGNORE KEY
F95 2A00FF 00400 LD HL,(START1) ;WINDOW TOP LEFT ADDRESS
F9B 11BAFF 00410 LD DE,BUFFER ;64 BYTE LINE BUFFER
F9B EDABAFF 00420 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F9B ED80 00430 LDIR ;COPY TOPLINE TO BUFFER
F91 EDABB2FF 00440 LD BC,(SCROLL) ;NUMBER OF SCROLL LINES
F95 C5 00450 PUSH BC ;SAVE A COPY OF COUNTER
F96 ED80AFF 00460 LD DE,(START1) ;WINDOW TOP LEFT ADDRESS
F9A 2AA4FF 00470 LD HL,(START3) ;WINDOW 2ND LINE ADDRESS
F9D EDABAFF 00480 LOOP1 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F9C ED80 00490 LDIR ;LINE N+1 UP -> LINE N
F93 C1 00500 POP BC ;GET LINE COUNTER
F94 CD8AFF 00510 CALL ZERO ;GO CHECK IF COUNTER=0
F97 2009 00520 JR Z,ENDIT1 ;YES-SO OFF TO TIDY UP
F93 C5 00530 PUSH BC ;NO-SO SAVE LINE COUNTER
F9A CD8EFF 00540 CALL SUMS1 ;GO CALCULATE NEXT LINES
F9D CD99FF 00550 CALL DELAY ;SLOW THINGS DOWN
F9D 18EB 00560 JR LOOP1 ;AND ONTO NEXT LINE
F92 ED80AFF 00570 ENDIT1 LD DE,(BOTLN1) ;WINDOW BOTTOMLEFT ADDRESS
F9D 210AFF 00580 LD HL,BUFFER ;64 BYTE LINE BUFFER
F99 EDABAFF 00590 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F9D ED80 00600 LDIR ;COPY BUFFER TO BOTTOMLINE
F9D 18A1 00610 JR SCAN ;BACK TO KEYBOARD INPUT
00620 ;*****
F9E 3AB2FF 00630 DOWN LD A,(SCROLL) ;CHECK FOR SINGLE LINE
F94 FE01 00640 CP 1 ;SCROLL WHICH IS ILLEGAL
F9E 289A 00650 JR Z,SCAN ;YES-SO IGNORE KEY
F9B 2AAFF 00660 LD HL,(BOTLN1) ;WINDOW BOTTOMLEFT ADDRESS
F9B 11BAFF 00670 LD DE,BUFFER ;64 BYTE LINE BUFFER
F9B ED80 00680 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F9E EDABAFF 00690 LDIR ;COPY BOTTOM LINE->BUFFER
F94 EDABB2FF 00700 LD BC,(SCROLL) ;NUMBER OF SCROLL LINES
F98 C5 00710 PUSH BC ;SAVE A COPY OF COUNTER
F9F ED80AFF 00720 LD DE,(BOTLN1) ;WINDOW BOTTOMLEFT ADDRESS
F9D 2A0CFF 00730 LD HL,(BOTLN3) ;WINDOW PENULTIMATE LINE
F90 EDABAFF 00740 LOOP2 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F90 ED80 00750 LDIR ;LINE N-1 DOWN-> LINE N
F95 C1 00760 POP BC ;GET LINE COUNTER
F97 CD8AFF 00770 CALL ZERO ;GO CHECK IF COUNTER=0
F9A 2810 00780 JR Z,ENDIT2 ;YES-SO OFF TO TIDY UP
F9C C5 00790 PUSH BC ;NO-SO SAVE LINE COUNTER
F9D ED4BB6FF 00800 LD BC,(DIFFR1) ;CALCULATE ADDRESSES
F91 ED42 00810 SBC HL,BC ;OF NEXT LINES
F91 13 EB 00820 EX DE,HL
F94 ED42 00830 SBC HL,BC
F95 16 EB 00840 EX DE,HL
F97 CD99FF 00850 CALL DELAY ;SLOW THINGS DOWN
F9A 18E4 00860 JR LOOP2 ;AND ONTO NEXT LINE
F9C ED80AFF 00870 ENDIT2 LD DE,(START1) ;WINDOW TOP LEFT ADDRESS
F9B 210AFF 00880 LD HL,BUFFER ;64 BYTE LINE BUFFER
F92 EDABAFF 00890 LD BC,(LINLEN) ;LINE LENGTH TO SCROLL
F97 ED80 00900 LDIR ;COPY BUFFER TO TOP LINE
F99 C382FE 00910 JP SCAN ;BACK TO KEYBOARD INPUT
F9C 3A0EFF 00920 ;*****
F92 FE01 00930 LEFT LD A,(LINLEN) ;CHECK FOR SINGLE BYTE
F9F 2009 00940 CP 1 ;SCROLL WHICH IS ILLEGAL
F93 C1 00950 JP Z,SCAN ;YES-SO IGNORE KEY
F94 ED4BB2FF 00960 LD BC,(SCROLL) ;NUMBER OF SCROLL LINES
F98 C5 00970 PUSH BC ;SAVE A COPY OF COUNTER
F99 2A02FF 00980 LD HL,(START2) ;BYTE 2 TOP LINE
F93 ED80AFF 00990 LD DE,(START1) ;BYTE 1 TOP LINE
F9D ED4BB0FF 01000 LOOP3 LD BC,(SHLINE) ;SCROLL LINE LENGTH - 1
F94 1A 01010 LD A,(DE) ;SAVE FIRST BYTE IN LINE

```

of addresses to another. Originally these commands (LDIR/LDDR) were used, but subsequently were dropped in favour of the code given in the Assembler Listing (Listing 1) and in another form in the Basic Listing (Listing 2). In the original only the whole screen could be scrolled. This present version allows any size of window to be specified, while retaining the whole screen option. By defining several sets of the same parameters in a three-dimensional array, multiple windows are also possible.

Figure 2 shows what happens when the ARROW keys are pressed. In brief, sideways movement is achieved by transferring a single byte from one end of a line to the other and then repeating the process for however many lines have been requested. Vertical scrolling is done on a line by line basis. The top line becomes the bottom line or vice versa according to the scrolling direction specified, again repeating for the number of lines requested.

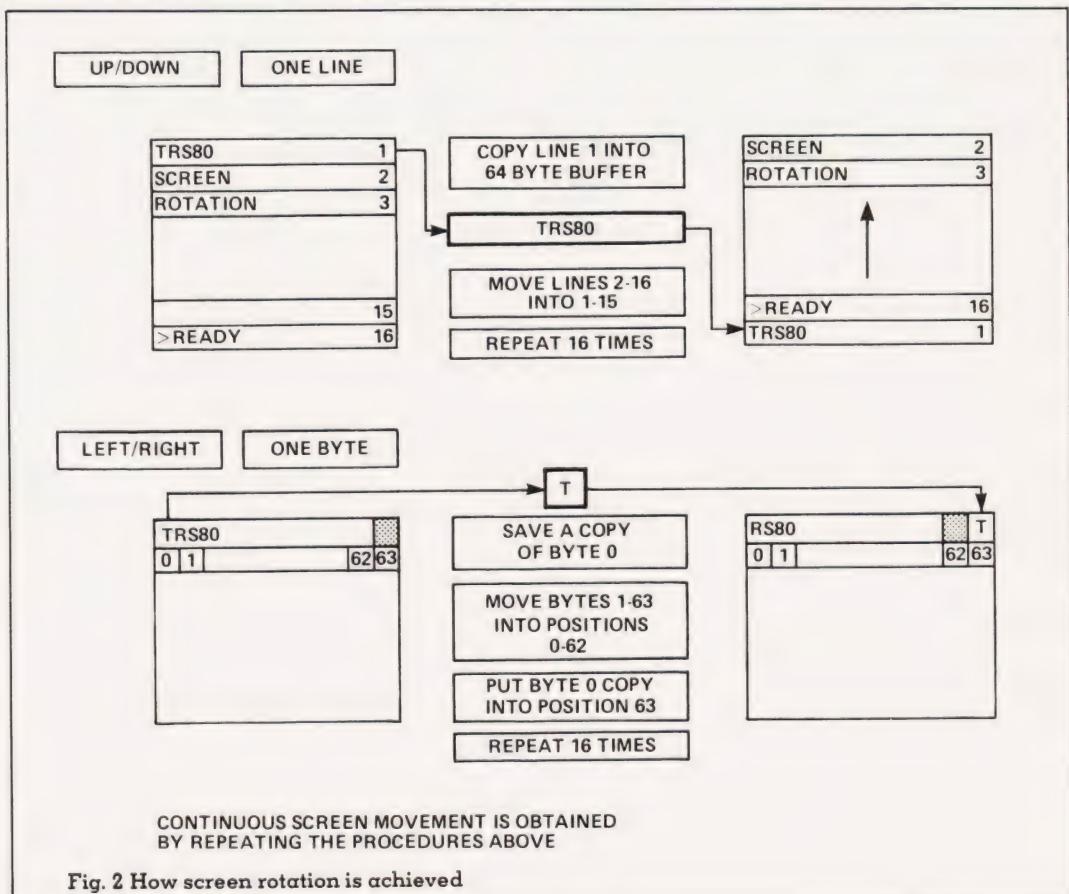


Fig. 2 How screen rotation is achieved

```

FF45 EDB0 01020 LDIR ;SHIFT LINE 1 BYTE LEFT
FF47 12 01030 LD (DE),A ;FIRST BYTE->LAST BYTE
FF48 CD99FF 01035 CALL DELAY ;SLOW THINGS DOWN
FF4B C1 01040 POP BC ;GET LINE COUNTER
FF4C CD8AFF 01050 CALL ZERO ;GO CHECK IF COUNTER=0
FF4F CA82FE 01060 JP Z,SCAN ;YES-SO BACK TO K/B INPUT
FF52 C5 01070 PUSH BC ;NO-SO SAVE LINE COUNTER
FF53 CD8EFF 01080 CALL SUMS1 ;GO CALCULATE NEXT LINES
FF56 13 01090 INC DE ;ADD 1 TO DE TOTAL
FF57 23 01100 INC HL ;ADD 1 TO HL TOTAL
FF58 18E5 01120 JR LOOP3 ;AND ONTO NEXT LINE
01130 ;*****+
FF59 3AAEFF 01140 RIGHT LD A,(LINLEN) ;CHECK FOR SINGLE BYTE
FF5D FEB1 01150 CP 1 ;SCROLL WHICH IS ILLEGAL
FF5F CA82FE 01160 JP Z,SCAN ;YES-SO IGNORE KEY
FF62 ED4B25F 01170 LD BC,(SCROLL) ;NUMBER OF SCROLL LINES
FF66 C5 01180 PUSH BC ;SAVE A COPY OF COUNTER
FF67 2A48FF 01190 LD HL,(LNEND2) ;BYTE 62 TOP LINE
FF6A ED5B46FF 01200 LD DE,(LNEND1) ;BYTE 63 TOP LINE
FF6E ED4B80FF 01210 LOOPA LD BC,(SHLINE) ;SCROLL LINE LENGTH - 1
FF72 1A 01220 LD A,(DE) ;SAVE LAST BYTE IN LINE
FF73 ED88 01230 LDDR ;SHIFT LINE 1 BYTE RIGHT
FF75 12 01240 LD (DE),A ;LAST BYTE-FIRST BYTE
FF76 CD99FF 01245 CALL DELAY ;SLOW THINGS DOWN
FF79 C1 01250 POP BC ;GET LINE COUNTER
FF7A CD8AFF 01260 CALL ZERO ;GO CHECK IF COUNTER=0
FF7D CA82FE 01270 JP Z,SCAN ;YES-SO BACK TO K/B INPUT
FF80 C5 01280 PUSH BC ;NO-SO SAVE LINE COUNTER
FF81 ED4B88FF 01290 LD BC,(DIFFR2) ;GO CALCULATE NEXT LINES
FF85 CD92FF 01300 CALL SUMS2 ;AND ONTO NEXT LINE
FF88 18E4 01320 JR LOOP4 ;*****+
01330 ;*****+
FF8A 0B 01340 ZERO DEC BC ;LINECOUNT-1
FF8B 78 01350 LD A,B ;B=C=0?
FF8C B1 01360 OR C
FF8D C9 01370 RET ;BACK TO CALLING ROUTINE
FF8E ED4B4AFF 01380 SUMS1 LD BC,(DIFFR0) ;CALCULATE NEXT LINE
FF92 ED4A 01390 SUMS2 ADC HL,BC ;ADDRESSES
FF94 EB 01400 EX DE,HL
FF95 ED4A 01410 ADC HL,BC
FF97 EB 01420 EX DE,HL
FF98 C9 01430 RET ;BACK TO CALLING ROUTINE
FF99 010000 01440 DELAY LD BC,0 ;POKE DELAY HERE
FF9C CD6000 01450 CALL 60H ;ROM DECREMENT COUNT
FF9F C9 01460 RET ;BACK TO CALLING ROUTINE
01470 ;*****+
01480 ;BUFFERS FOR WINDOW PARAMETERS PASSED FROM BASIC
01490 START1 DEFW 0 ;WINDOW TOP LEFT ADDRESS
01500 START2 DEFW 0 ;WINDOW TOP LEFT ADDRESS+1
01510 START3 DEFW 0 ;WINDOW TOPLEFT ADDRESS+64
01520 LNEND1 DEFW 0 ;WINDOW TOPRIGHT ADDRESS
01530 LNEND2 DEFW 0 ;WINDOW BOTTOMLEFT ADDRESS
01540 BOTLN1 DEFW 0 ;WINDOW BOTTOMLEFT-64
01550 BOTLN3 DEFW 0 ;WINDOW LENGTH TO SCROLL
01560 LINLEN DEFW 0 ;LINE LENGTH-1
01570 SHLINE DEFW 0 ;NUMBER OF SCROLL LINES
01580 SCROLL DEFW 0 ;CONSTANTS TO ADD/SUBTRACT
01590 DIFFR0 DEFW 0 ;DEPENDS ON SCROLL
01600 DIFFR1 DEFW 0 ;DIRECTION REQUIRED
01610 DIFFR2 DEFW 0 ;64 BYTE LINE BUFFER
01620 BUFFER DEFS 64 ;TOTAL ERRORS
01630 NOP
01640 NOP
01650 POKEIT DEFW 0 ;VALUE=AUTOSCROLL DIRECTN
FEB2 01660 END SCAN
00000 TOTAL ERRORS
BOTLN1 FF4A
BOTLN3 FF4C
BUFFER FF8A
DELAY FF99
DIFFR0 FF84
DIFFR1 FF86
DIFFR2 FF88
DOWN FEE1
ENDIT1 FED2
ENDIT2 FF1C
LEFT FF2C
LINLEN FF8E
LNEND1 FF46
LNEND2 FF48
LOOP1 FEB0
LOOP2 FF80
LOOP3 FF40
LOOP4 FF5E
POKEIT FFFC
RIGHT FF5A
SCAN FEB2
SCROLL FF82
SHLINE FF80
START1 FF4B
START2 FF42
START3 FF44
SUMS1 FF8E
SUMS2 FF92
UP FE9E
ZERO FF8A

```

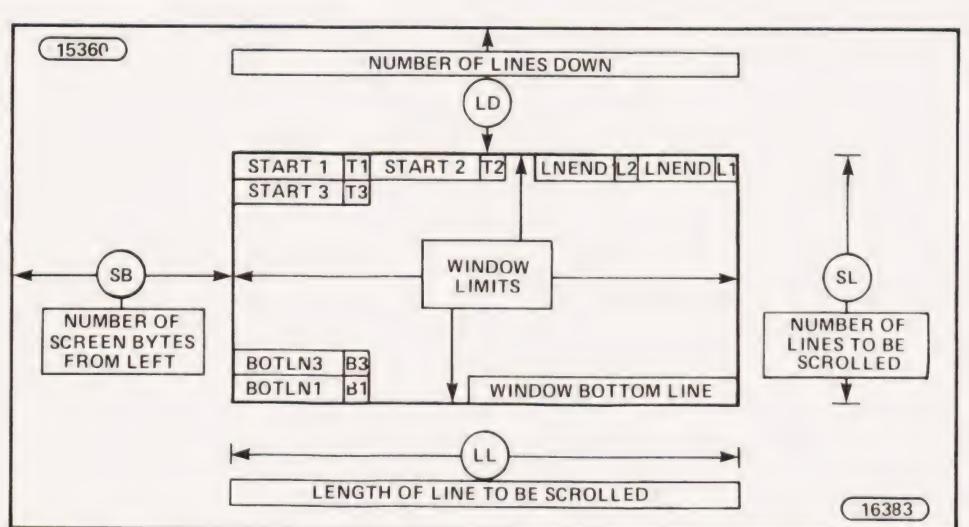


Fig. 3 Window parameters

Listings 1 and 2 have detailed comments about individual sections of the program. To work properly, the program requires that four parameters be defined. These numbers can describe either the whole screen or any regularly shaped part. Referring to Fig 3:

LINES DOWN (LD) gives the position of the window top line  
 BYTES LEFT (SB) gives the extreme left of the window  
 LINE LENGTH (LL) gives the width of the window  
 SCROLL LINES (SL) gives the depth of the window

For example, the whole screen is defined by:

TABLE 1

Window parameter limits to the user input

LD	1 - 16
LL	1 - 64
SB	0 - 63
SL	1 - 16
DE (Delay)	1 - 65535

Note: the program calculates all the other values from these inputs.

LINES DOWN  
 BYTE LEFT  
 LINE LENGTH  
 SCROLL LINES

= 1  
 = 0  
 = 64  
 = 16

To slow the scrolling enough to make the display readable or for slow-motion animation, a DELAY is also specified. The fastest speed needs a DELAY = 1. It is also worthwhile requesting 65535, the slowest allowed, because the workings of the routine become almost painfully clear as successive bytes or lines are ponderously hauled around the screen.

As shown in Table 1, there are some limitations on the minimum and maximum size of window allowed. The code in lines 350 to 440 is designed to filter out the more esoteric requests, such as a window of 0 lines!! Error trapping, however, is not complete except for lines 350 to 440 which protect the machine code.

Another important point is that columns one byte wide can only be scrolled horizontally. The comments in Listing 1 give the details of how this is achieved. Finally, only square or rectangular windows are supported. Ovals, diamonds, circles, keyholes and the like are definitely out!

Once input, the values of these window parameters are stored in a three-dimensional array called window ready to be accessed when called. Additional information required by the machine code program is also calculated from the four inputted values and stored in the array.

If the multiple window option is being used, the number and direction of moves required must also be supplied (see later). When a particular window is to be scrolled, the relevant parameters are passed from the array into a set of buffers. Finally, to move the screen, a USR call is executed and the display should shift as directed by the user.

With a minimum number of changes, the program can be adapted for a variety of uses. Examples are given below. It is important to realise that much of the extra coding is for the purpose of demonstration only. Suggestions are made in the text whenever the modifications would justify a separate saving of the program.

Essentially, the options are combinations of:

- Manual/Program control of scrolling
- Single or Multiple Window Scrolling
- Up/Down/Right/Left Scrolling
- Defining any size of window (2-1024 bytes)

## ENTERING AND USING THE PROGRAM

Like many programs, once the general ideas had been worked out, it became clear that with a few changes several useful spin-offs could be produced. Listing 2 contains the core program which will be modified to produce various optional extras.

The listings are for a 48K machine, the few changes required for 16K implementation are given in Listing 3. These changes are required because the machine code is not relocatable and the buffer addresses will also be different. A list of important addresses is given in Table 2.

The Assembler Listing 1 is to allow easy relocation by typing in the source code and specifying another origin. However, Listing 2 contains all the code in a form which can be poked into memory. If you do decide to relocate the code then allow for the following:

- BUFFER at the end of the code is 64 bytes long and allowances for this and the other buffers must be made when defining a new origin.
- Data will be poked into these buffers from BASIC. Relocating the code will change the buffer addresses and you must alter the BASIC Listings accordingly.

Begin by setting MEM SIZE to 65150 to protect the machine code, then type in and save a copy of Fig 3. After initialisation, the prompts below will appear. The simplest window to specify is full screen. Enter the values given.

```
NUMBER OF WINDOWS REQUIRED? 1 (Enter)
(Keep it simple!)
PARAMETERS FOR WINDOW 1
NUMBER OF LINES DOWN FROM TOP (1-16 LINES) 1 (Enter)
(VDU Line 1 = Top line)
NUMBER OF BYTES ACROSS SCREEN FROM LEFT MARGIN (0-63
BYTES) ?
LENGTH OF LINE TO BE SCROLLED (1-64 BYTES)? 64 (Enter)
(64 bytes = 1 line)
NUMBER OF LINES TO SCROLL (1-16 LINES)? 16 (Enter)
(16 = whole screen)
ROTATION DELAY (1-65535)? 1 (Enter)
(Very fast!)
```

If this program is eventually used as a subroutine in larger

### Listing 2

```
10 REM LISTING 2
20 REM WINDOW SCROLLING AND ROTATION BASIC VERSION
30 REM 48K TRS80 MODEL 1/III (C) T.A. ITHELL 1984
40 REM POKING MACHINE CODE INTO MEMORY FROM 65150
50 DEFINTA-Z:CLEAR200:CLS:PRINT"POKING DATA INTO MEMORY"
60 FORT=382T097STEP-1:READN:POKE-T,N:NEXT
70 DATA58,64,56,254,2,200,254,8,40,18,254,16,40,81
80 DATA254,32,202,44,255,254,64,202,98,255,24,230,0
90 DATA0,58,178,255,254,1,40,221
100 DATA42,160,255,17,186,255,237,75,174,255,237
110 DATA176,237,75,178,255,197,237,91,160,255,42,164,255,237,75
120 DATA174,255,237,176,193,205,138,255,40,9,197,205,142,255,205
130 DATA153,255,24,235,237,91,170,255,33,186,255,237,75,174,255
140 DATA237,176,24,161,58,178,255,254,1,40,154,42,170,255,17
150 DATA186,255,237,75,174,255,237
160 DATA176,237,75,178,255,197,237,91,170,255,42,172,255,237,75
170 DATA174,255,237,176,193,205,138,255,40,16,197,237,75,182,255
180 DATA237,66,235,237,66,205,153,255,24,228,237,91,160,255
190 DATA33,186,255,237,75,174,255,237,176,195,130,254,58,174
200 DATA255,254,1,202,130,254,237,75,178
210 DATA255,197,42,162,255,237,91,160,255,237,75,176,255,26,237
220 DATA176,18,205,153,255,193,205,138,255,202,130,254,197,205,142,255,19,35
230 DATA24,250,58,174,255,254,1,202,130,254,237,75
240 DATA79,255,197,42,168,255,237,91
250 DATA166,255,237,75,176,255,237,184,18,205,153,255,193,205,138,255,202
260 DATA130,254,197,237,75,184,255,205,145,255,24
270 DATA28,11,128,177,201,237,75,180,255,237,74,235,237,74,235
280 DATA201,1,0,0,205,96,0,281
290 REM INPUT NUMBER/SIZE OF WINDOWS REQUIRED
300 CLS
310 INPUT"NUMBER OF WINDOWS REQUIRED":NW
320 DIMWI(NW,50,2)
330 FORR=1TONW
340 PRINT"PARAMETERS FOR WINDOW":R
350 INPUT"NUMBER OF LINES DOWN FROM TOP (1-16 LINES)":LD
360 IFLD<10RLD:16THEN350
370 INPUT"NUMBER OF BYTES ACROSS SCREEN FROM LEFT MARGIN (0-63 BYTES)":SB
380 IFSB<0RSB:63THEN370
390 INPUT"LENGTH OF LINE TO BE SCROLLED (1-64 BYTES)":LL
400 IFLL<10RLL:64THEN390
410 INPUT"NUMBER OF LINES TO SCROLL (1-16 LINES)":SL
420 IFSL<10RSL:170RSL:LD:17THEN410
430 INPUT"ROTATION DELAY (1-65535)":DE
440 IFDE<10RDE:55535:DE:430
450 CLS
460 CLS
470 REM FOR EACH WINDOW CALCULATE REST OF WINDOW PARAMETERS
480 REM FROM INPUTS AND THEN LOAD THEM INTO ARRAY WI
490 T1=15360+(LD-1)*64+SB:ME=INT(T1/256):L=T1-(ME*256):$0SUB710
500 T2=T1+(ME*INT(T2/256)):L=T2-(ME*256):$0SUB710
510 T3=T1+64:ME=INT(T3/256):L=T3-(ME*256):$0SUB710
520 L1=T1+(LL-1):ME=INT(L1/256):L=L1-(ME*256):$0SUB710
530 L2=T1+(LL-2):ME=INT(L2/256):L=L2-(ME*256):$0SUB710
540 B1=(15360+(LD+SL)-2)*64+SB:ME=INT(B1/256):L=B1-(ME*256):$0SUB710
550 B2=B1-64:ME=INT(B2/256):L=B2-(ME*256):$0SUB710
560 SH=L-1
570 DE=64-LL
580 D1=64-LL
590 D2=54-3H
600 W1(R,15,0)=LL
610 W1(R,15,0)=SL
620 W1(R,21,0)=00
640 W1(R,23,0)=D1
650 W1(R,25,0)=D2
660 DM=INT(DE/256):DL=DE-(DM*256)
670 WI(R,27,0)=DL
680 WI(R,28,0)=DM
690 NEXTR
700 GOT0720
710 WI(R,C,0)=L:WI(R,C+1,0)=M:C=C+2:RETURN
720 REM DEMONSTRATION SCREEN LOAD AND PROGRAM RUN
730 CLS:SW=1:REM SW=1 MEANS WINDOW 1
740 REM GENERATE A SCREENFUL OF GARBAGE
750 FORF=0TO95:FF=RND(159)+32:F$=F$+CHR$(FF):NEXT
760 FORT=0TO896STEP8:PRINTF,F$:NEXT
770 PRINTF140,"** SCROLLING-PRESS UP/DOWN/RIGHT/LEFT ARROWS **";
780 PRINTF204,"** TO RETURN-PRESS CLEAR KEY **";
790 REM PUT THE PARAMETERS FOR WINDOW 1 INTO BUFFERS
800 ME=96:FORC=1TO26:POKE-ME,WI(SW,C,0):ME=ME-1:NEXT
810 POKE1627,WI(SW,27,0):POKE1621,WI(SW,28,0)
820 REM CALL MACHINE CODE
830 POKE16526,132:POKE16527,254:Z=USR(0)
840 CLS:PRINT"Done"
```

projects, it is important that you do not exceed the parameter limits given in each prompt above...otherwise the dreaded MEM SIZE? will almost certainly materialise.

After a short wait while the program generates some garbage strings to fill the screen, you will be prompted to press the ARROW keys or CLEAR. The screen should move in the direction

### Listing 3

```

60 FORT=32385732257;:READ=POKE7,N:NEXT
70 DATA58,64,55,254,2,208,254,8,48,18,254,16,40,81
80 DATA254,32,202,44,127,254,84,205,98,127,24,230,8
90 DATA80,58,173,127,254,1,48,221
100 DATA42,168,127,17,186,127,257,75,174,127,237
110 DATA176,237,75,178,127,197,237,91,168,127,42,184,127,237,75
120 DATA176,127,237,176,193,205,138,127,40,9,97,205,162,127,205
130 DATA55,127,24,235,237,91,170,127,33,185,127,237,75,174,127
140 DATA237,176,24,161,58,178,127,234,1,42,154,42,173,127,237
150 DATA186,127,237,75,174,127,237
160 DATA176,237,75,178,127,197,237,91,170,127,42,172,127,127,175
170 DATA74,127,237,176,195,205,128,127,48,16,187,127,75,192,127
180 DATA237,66,235,237,66,238,105,153,127,24,236,237,97,96,127
190 DATA33,186,127,237,75,174,127,237,176,195,110,126,58,171
200 DATA127,254,128,203,150,126,237,75,172
210 DATA127,197,42,162,127,237,91,168,127,237,75,175,113,18,237
220 DATA176,18,205,155,127,195,205,135,127,122,178,125,154,120,141,121,15,75
230 DATA24,238,58,174,127,254,1,222,130,126,127,237,75
240 DATA78,127,197,42,168,127,237,91
250 DATA166,127,237,75,176,127,237,184,16,205,155,127,195,205,178,117,102
260 DATA158,126,127,237,75,184,127,205,146,127,24
270 DATA289,21,128,177,201,237,75,180,127,237,75,125,127,174,126
280 DATA200,1,1,8,0,225,96,0,201

300 ME=32672;FORT=7026;POKE6,W1(GW,C,0);ME=ME+1;NEXT
310 POKE32565,W1(GW,C,0);POKE32567,W1(GW,C,0)
320 REM CALL MACHINE CODE
330 POKE4556,150;POKE4516562,126;17=59/2

```

of the ARROW key pressed. The blank line at the bottom of the display gives a point of reference. Once you are happy that the program is working satisfactorily, press CLEAR to return BASIC and then reRUN using different parameters. Table 3 gives a list of suggestions you might like to try to get the feel of the program. For the moment though, always answer the NUMBER OF WINDOWS prompt with 1.

This simple rotation and screen shifting is extremely useful when creating animation sequences. A small movement of the whole screen or part of it, one way or the other can save hours of redrawing.

- **Modification 1** In its present form, the only way of getting out of the machine code loop is to press CLEAR (or if really lost the RESET button). Obviously it would be more flexible if the program could return to BASIC of its own accord. Listing 4 has the required changes, the new values are underlined. They simply replace JumP to keyboard SCAN with RETurn to BASIC instructions, BREAK will work normally again. Change the BASIC lines as shown in Listing 4 and RUN this new version. Again, use Table 3 for screen parameter examples. Although nothing dramatically different happens, after each ARROW key press the routine goes back to the BASIC driver program. This means that some processing can be done between successive screen moves

- **Modification 2** The usual way to move things about is to have the small ones move over big ones. Cars move over

TABLE 2.

TABLE 2								
Variable Assembler	Name Basic	Hex	48K Dec	LSB	MSB	Hex	16K LSB	MSB
DELAY	DE	FF9A	65434	-102	-101	7F9A	32666	32667
START 1	T1	FFA0	65440	- 96	- 95	7FA0	32672	32673
START 2	T2	FFA2	65442	- 94	- 93	7FA2	32674	32675
START 3	T3	FFA4	65444	- 92	- 91	7FA4	32676	32677
LNEND1	L1	FFA6	65446	- 90	- 89	7FA6	32678	32679
LNEND2	L2	FFA8	65448	- 88	- 87	7FA8	32680	32681
BOTLN1	B1	FFAA	65450	- 86	- 85	7FAA	32682	32683
BOTLN3	B3	FFAC	65452	- 84	- 83	7FAC	32684	32685
LINLEN	LL	FFAE	65454	- 82	- 91	7FAE	32686	32687
SHLINE	SH	FFB0	65456	- 80	- 79	7FB0	32688	32689
SCROLL	SL	FFB2	65458	- 78	- 77	7FB2	32690	32691
DIFFR0	D0	FFB4	65460	- 76	- 75	7FB4	32692	32693
DIFFR1	D1	FFB6	65462	- 74	- 73	7FB6	32694	32695
DIFFR2	D2	FFB8	65464	- 72	- 71	7FB8	32696	32697
BUFFER	--	FFBA	65466	- 70	- 69	7FBA	32698	32699
POKEIT	--	FFFC	65532	- 4	- 3	7FFC	32764	32765
MEM SIZE			65150			32380		

All have a DELAY of 500  
Use ABBOW keys to see scrolling

TABLE 3

LINES DOWN (LD)	BYTES LEFT (SB)	LINE LENGTH (LL)	SCROLL LINE (SL)	EFFECT ON SCREEN PART SCROLLING
1	0	64	16	Whole screen
1	0	32	16	Left half
9	0	64	8	Lower half
1	0	2	16	2 Left columns
1	0	64	2	2 Top lines
1	62	2	16	2 Right columns
15	0	64	2	2 Bottom lines
9	33	31	8	Bottom right
1	0	5	3	Top left
1	54	10	3	Top right
14	0	10	3	Bottom left
14	54	10	3	Bottom right
5	16	32	8	Screen centre
1	0	64	1	1 Line sideways
14	0	32	1	Line 14 left
8	0	64	1	Centre line
1	0	1	16	Left column
1	63	1	16	Right column
1	32	1	16	Centre column

roads, ships over oceans, pixels over screens. Sometimes this is reversed, paper moves over a typewriter head. Add the changes in Listing 5 and set the screen parameters for full scrolling and fastest speed. The key prompts will appear with a block — CHR\$(191)-just below. Pressing the ARROWS now should cause broad horizontal and narrow vertical bands to be traced as the screen passes over the block. What's happening?

After each key press, the routine returns to BASIC fleetingly and executes line 825 which prints the block at the same position each time. But because the screen has moved on a byte since the last time, another block appears adjacent to the last one. Hence the traces. This is like having a permanently fixed pencil and mobile paper.

Incidentally, you may have noticed that the ARROW keys appear to have been reversed. This isn't really the case, remember that the ARROWS control the screen movement not the block which is stationary.

Other characters can be used instead of 191. A random character generator would be:

825 RR=RND(64)+127: PRINT@540,CHR\$(RR);

Commands like SET and POKE can also be used. Finally, notice that despite the return to BASIC after each key press, the screen still moves at a very acceptable speed.

● **Modification 3** The next stage is to take screen control out of the user's hands and give it to the computer. When the ARROW keys are pressed, values of 8, 16, 32 and 64 are generated as mentioned earlier. Whenever the machine code program

```

10 REM LISTING 2 MODIFICATION 1
15 REM LINES 70,88,98,140,190,200,220,230,250,780,840 CHANGED
|
|
|
70 DATA$8,56,0,0,0,254,8,40,18,254,16,40,81
80 DATA254,32,202,44,255,254,64,202,90,255,201,0
90 DATA8,58,178,255,254,1,200,0
100 DATA2,160,255,17,186,255,237,75,174,255,237
110 DATA176,237,75,178,255,197,237,91,168,255,42,154,255,237,75
120 DATA174,255,237,176,193,205,138,255,48,9,197,205,142,255,237
130 DATA153,255,24,235,237,91,178,255,33,186,255,237,75,174,255
140 DATA237,176,201,0,58,178,255,254,1,200,0,42,178,255,17
150 DATA186,255,237,75,174,255,237
160 DATA176,237,75,178,255,197,237,91,178,255,42,172,255,237,75
170 DATA174,255,237,176,193,205,138,255,48,16,197,237,75,182,255
180 DATA237,66,235,237,56,235,205,153,255,24,228,237,91,158,255
190 DATA33,186,255,237,75,174,255,237,176,201,0,0,58,174
200 DATA255,254,1,200,0,0,237,75,178
210 DATA255,197,42,162,255,237,91,168,255,237,75,176,255,26,237
220 DATA176,18,205,153,255,193,205,138,255,200,0,0,197,205,142,255,19,35
230 DATA24,230,58,174,255,254,1,200,0,0,237,75
240 DATA178,255,197,42,168,255,237,91
250 DATA166,255,237,75,176,255,26,237,184,18,205,153,255,193,205,138,255,200
260 DATA0,0,197,237,75,184,205,205,146,255,24
270 DATA228,11,128,177,201,237,75,188,255,237,74,235,237,74,235
280 DATA201,1,0,0,205,96,0,201
|
|
|
780 PRINT@284,"*** TO RETURN-PRESS BREAK KEY ***";
|
|
|
840 GOT0830

```

**Listing 4**

```

10 REM LISTING 2 MODIFICATION 2
15 REM LINES 750,760 DELETED:INSERT 825:CHANGE 840
|
|
|
740 REM GENERATE A SCREENFUL OF GARBAGE
770 PRINT@140,"*** SCROLLING-PRESS UP/DOWN/RIGHT/LEFT ARROWS ***";
780 PRINT@284,"*** TO RETURN-PRESS BREAK KEY ***";
|
|
|
820 REM CALL MACHINE CODE
825 PRINT@540,CHR$(191);
830 POKE16526,130:POKE16527,254:Z=USR(0)
840 GOT0825

```

**Listing 5**

encounters one of these in its periodic keyboard SCAN, it jumps to the appropriate subroutine and moves the screen as directed. However, the Accumulator cannot tell the difference between a value that comes from a key press and one that come from some other source.

Knowing this, it is possible to bypass the keyboard entirely and simply POKE the values 8, 16, 32 and 64 into the machine code program area. The address used as the dump is called POKEIT in the Assembler Listing. Once the value is in place, the program can go and collect it and relocate the screen accordingly.

Listing 6 shows the alterations needed to make the Accumulator scan POKEIT for data instead of the keyboard. 16K users should note lines 71 and 830.

It would be worth saving a copy of this version of the program because it is now significantly different from the original in its mode of operation.

The first three bytes of machine code mean LOAD the ACCUMULATOR with the contents of the POKEIT buffer. As only four values are recognized by the program, namely 8, 16, 32, and 64, you must be careful to ensure that only these are input into POKEIT otherwise nothing will happen. Line 830 loads the POKEIT buffer with the value P and then calls the scroll routine. As in the previous program, a return to BASIC follows each screen move. Line 835 does a quick scan of the SPACEBAR key. Press it each time you want to try another value for P. The program will remain in a loop until (BREAK) is pressed. If you RUN the program and specify full screen and a speed of 500, the prompt message should move in the direction specified by the value of P.

This mode was the original reason for developing the program. I wanted to display pages of revolving text that could move automatically at a pre-determined rate, first vertically then horizontally.

● **Modification 3A** Adding the slight changes in Listing 7 gives a simple demonstration of one use of automatic rotation. RUN the program and specify the following parameters:

#### PARAMETER:

WINDOW NUMBER	1 (ENTER)
LINES DOWN	6 (ENTER)
BYTES FROM LEFT	33 (ENTER)
LINE LENGTH	2 (ENTER)
LINES TO SCROLL	5 (ENTER)
DELAY	1000 (ENTER)

Revolving words, sentences and pages may be of use to teachers of reading trying to increase a child's reading speed, word recognition and comprehension. For instance, a whole series of similar words could be made to revolve through the sentence, with the child stopping the scroll when a word seems to make sense.

● **Modification 4** The next two examples show that other things can be moved besides simple sentences and words. The first might be of use in physics or mathematics, the second is really just an interesting piece of graphics. Listing 8 has the new lines of BASIC. Line 1030 determines the rotation direction.

If the parameters below are entered, after the two waves have been drawn, the top half of the screen will rotate while the lower half remains stationary. A partial move like this, manually or automatically controlled, could be of use in teaching the ideas of phase differences. Of course, the number and form of the curves can easily be altered by changing the equation in line 960.

#### PARAMETER:

WINDOW NUMBER	1 (ENTER)
LINES DOWN	1 (ENTER)
BYTES FROM LEFT	0 (ENTER)
LINE LENGTH	64 (ENTER)
LINES TO SCROLL	7 (ENTER)
DELAY	100 (ENTER)

● **Modification 4A** To produce a wave of the form shown in Fig 4, enter the BASIC lines given in Listing 9. Use the parameters

```
10 REM LISTING 2 MODIFICATION 3
15 REM LINES 740-770-780 DELETED:78,825,830,840 CHANGED:835 INSERTED
```

```
70 DATA$8,252,255,8,8,8,254,8,48,18,254,16,48,81
71 REM 16K SYSTEM DATA 58,252,127.....
```

```
730 CLS:SW=1:REM SW=1 MEANS WINDOW 1
790 REM PUT THE PARAMETERS FOR WINDOW 1 INTO BUFFERS
800 ME=96:FORC=1:T026:POKE=ME:WI(SW,C,0):ME=ME-1:NEXT
810 POKE=102,WI(SW,27,0):POKE=101,WI(SW,28,0)
820 REM CALL MACHINE CODE
825 CLS:PRINT#704,CHR$(15)::INPUT"VALUE OF P TO BE POKEED INTO POKEIT 8,16,32,64 ONLY-NO CHECK FOR INVALID
ENTRIES:SPACEBAR TO CHANGE P":P
830 POKE=4,P:POKE16526,130:POKE16527,254:Z=USR(0)/64830:POKE32764,P:POKE16526,130:POKE16527,126:Z=USR(0)
835 Q=PEEK(14400):IFQ=128THEN825
840 GOTO830
```

### Listing 6

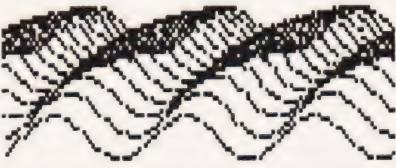
```
10 REM LISTING 2 MODIFICATION 3A
15 REM 825 CHANGED:821 INSERTED
```

```
821 CLS:PRINT#462,"JACK AND JILL WENT UP THE HILL";
825 PRINT#740,CHR$(15)::INPUT"VALUE OF P TO BE POKEED INTO POKEIT 8,16,32,64 ONLY-NO CHECK FOR INVALID ENTR
IES:SPACEBAR TO CHANGE P":P
```

### Listing 7

```
10 REM LISTING 2 MODIFICATION 4
15 REM 820-840 DELETED:900-1040 INSERTED
```

```
810 POKE=102,WI(SW,27,0):POKE=101,WI(SW,28,0)
900 REM PHASE DIFFERENCE BETWEEN TWO WAVES
910 CLS
920 X=0
930 FORA=0TO24STEP2
940 FORB=1TO108
950 DG=6*0.174
955 V=(SIN(DG)+1)*10+A
970 SET(X,Y)
980 X=X+1,184
990 IFX(1)127THENX=0
1000 NEXTB
1010 NEXTA
1020 POKE16526,130:POKE16527,254
1030 POKE=4,64:Z=USR(0)
1040 GOTO1030
```



```
10 REM LISTING 2 MODIFICATION 4A
15 REM 930,1010 DELETED:960,970 CHANGED:965-968,971 INSERTED
```

```
900 REM CRESTED WAVE GRAPHICS DISPLAY
910 CLS
920 X=0
930 FORB=1TO108
940 DG=6*0.174
950 V=(SIN(DG)+1)*10+A
955 V=(SIN(DG)*5)+10
965 FORA=1TO30STEP2
966 X1=X-(A+1,2)
967 IFX(1)127THENX1=X1-127
968 IFX(1)0THENX1=X1+127
970 SET(X1,Y+(1.12*A))
971 NEXTA
980 X=X+1,184
990 IFX(1)127THENX=0
1000 NEXTB
1020 POKE16526,130:POKE16527,254
1030 POKE=4,64:Z=USR(0)
1040 GOTO1030
```

### Listing 8 (Above left)

### Listing 9 (Above)

Fig 4 (Left) Waveform produced by Listing 9

```
10 REM LISTING 2 MODIFICATION 5
15 REM INSERT NEW ROUTINE FROM 900-2000
```

```
810 POKE=102,WI(SW,27,0):POKE=101,WI(SW,28,0)
900 REM LISSAJOUS FIGURES
910 ON ERROR GOTO 2000
920 CLS
930 P=64
940 C1=2
950 D=3
960 Y=Y+D
970 Y1=(COS(Y*0.0174)+1.5)*15
980 SET(63,Y1)
990 CD=CO+C1
1000 IFCD>967HENCO=CD-(2*C1):C1=-C1:P=32:GOTO1020
1010 IFCD<0THENCO=CD-(2*C1):C1=-C1:P=64
1020 POKE=4,P
1030 POKE16526,130:POKE16527,254:Z=USR(0)
1040 GOTO950
2000 RESUMENEXT
```

### Listing 10 (Above)

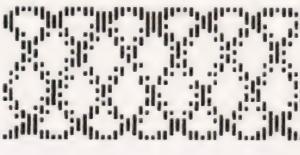
Fig 5 (below) Some Lissajous figures



D=3



D=6



D=12

above except specify LINES TO SCROLL = 16.

● **Modification 5** So far, the screen has been moved and a stationary bright spot used to etch a trace on it. With the sine waves, the curves were drawn first and then the whole or part of the screen was moved afterwards in order to animate the display. The next possibility is to move both screen and spot in succession. Some interesting effects are obtained if this movement is at right angles.

● **Lissajous Figures** A harmonograph is a fascinating machine to watch. It often consists of a pencil and paper oscillating at right angles to each other on razor-edge or gimbal bearings. The resulting drawings can be very beautiful, especially when coloured.

If the screen (paper) is oscillated right-left and a spot (pencil) is oscillated up/down then depending on their relative rates and amplitudes, different figures can be produced which, within the limits of TRS80 low resolution graphics, give a reasonable approximation to Lissajous Figures. There are many hours of

enjoyment to be gleaned from trying different equations and playing about (experimenting) with the other variables.

The code for this is given in Listing 10. Note the ON ERROR GOTO ... essential if the user is not to be incessantly plagued by FC ERRORS. Lines 950-980 control vertical movement, while lines 990-1010 look after the screen. Figure 5 gives some examples of the kind of thing produced. Specify full screen movement and fastest speed initially.

● **Modification 6** A chart recorder is used mainly for simulation purposes. The top half of the screen becomes a mobile recording sheet and the lower half is used for the demonstration program that generates the data to be recorded. The example given here, Listing 11, is a colorimeter being used to measure the increase in turbidity of a liquid growth medium as a population of bacteria develops.

A colorimeter is a device that measures the amount of light penetrating a liquid. The darker the colour of the liquid or the more material suspended in it, the more light is absorbed.

The light is simulated by an oscillating pixel moving from right



**Listing 11 (Above)**

**Listing 12 (Top right)**

**Listing 13 (Right)**

to left. The bacteria are pixels in the pathway. They are increasing exponentially. The program sends the oscillating pixel across the solution. POINT is used to detect the presence of a lighted pixel (= 1 bacterium). After a complete pass the total count is scaled and plotted on the chart recorder as a vertical line. The recorder is then moved to the right, reproduction occurs and the next beam of light sweeps through the solution. It is worth trying different values of K in line 940. K=2 means that the population doubles each generation.

## PARAMETER

WINDOW NUMBER  
LINES DOWN  
BYTES FROM LEFT  
LINE LENGTH  
LINES TO SCROLL  
DELAY

Although many other experiments can be simulated, the point is that partial screen scrolling gives the would-be animator an extra useful facility.

- **Modifications 7-7C** From one and two directional movement it is a short step to multidirectional options. The program in Listing 12 draws a turtle on the screen and then waits for the user to press the ARROW keys. This demonstrates that large graphics units can be moved smoothly all over the screen. Whole screen parameters

and fastest speed are needed for all these "Turtle Graphics" examples.

The simplest way to obtain continuous multidirectional movement under program control is to use an array to store the moves. This data can be passed into the POKEIT buffer sequentially. Listing 13 shows how this can be implemented to move the turtle along a rectangular pathway. The version in Listing 14 is much more user-friendly. Data is input as U,D,L and R. The program then translates these into the corresponding numbers.

Finally, in the interests of space saving, Listing 15 line 960, has the same data in compressed form.

9L1L4U.....means 9 moves Left, 1 move Left, 4 moves Up....

To reduce things to their simplest, any number of moves greater than nine must be stated indirectly. Thus:

20 moves Left=9L9L2L = 3 sets of moves 9L+9L+2L

The two-dimensional array in Line 910 will hold 48 separate sets of moves. The string DT\$ represents nine sets. There is no reason why the array should not be enlarged to cope with more complex movements.

### ● Modifications 8 - 9

So far, all the examples have involved single windows. It is also possible to have many windows scrolling and rotating sequentially under both manual and program control. The final

```

10 REM LISTING 2 MODIFICATION 7B
15 REM 970-1080 CHANGED
|
|
|
|
|
970 FOR MD=1TO48
980 READMV$
990 IFMV$="U"THENP(MD)=8
1000 IFMV$="D"THENP(MD)=16
1010 IFMV$="L"THENP(MD)=32
1020 IFMV$="R"THENP(MD)=64
1030 NEXT
1040 DATA L,L,L,L,L,L,L,L
1050 DATA U,U,U,U
1060 DATA R,R,R,R,R,R,R,R,R,R,R,R,R,R,R,R
1070 DATA D,D,D,D
1080 DATA L,L,L,L,L,L,L,L,L

```

Listing 14

```

10 REM LISTING 2 MODIFICATION 7C
15 REM 1040-1080 DELETED:910,960-1020,2050-2065 CHANGED
|
|
|
|
|

```

```

900 REM PRIMITIVE TURTLE() GRAPHICS FROM STRINGS-2D NUMERICAL ARRAY
910 DIMP(48,2)
|
|
960 DT$="9L1L4U9R9R2R4D9L1L"
965 I=0
970 FORMD=1TOLEN(DT$)STEP2
975 I=I+1
980 P(I,1)=VAL(MID$(DT$,MD,1))
985 MV$=MID$(DT$,MD+1,1)
990 IFMV$="U"THENP(I,2)=8
1000 IFMV$="D"THENP(I,2)=16
1010 IFMV$="L"THENP(I,2)=32
1020 IFMV$="R"THENP(I,2)=64
1030 NEXT
|
|
|
|
2050 FOR B=1TO1
2055 FORB1=1TOP(B,1)
2060 POKE-4,P(B,2):Z=USR(0)
2062 NEXTB1
2065 NEXTB

```

Listing 15

```

10 REM LISTING 2 MODIFICATION 8
15 REM INSERT NEW ROUTINE FROM LINES 720-870
|
|
|
|
710 WI(R,C,0)=L:WI(R,C+1,0)=M:C=C+2:RETURN
720 REM DEMONSTRATION MULTIPLE WINDOW SCROLLING-MANUAL VERSION
730 CLS
740 FORA=15488TO16383:RR=RND(159)+32:POKEA,RR:NEXT
750 PRINTA,CHR$(30)::INPUT"STATE WINDOW TO SCROLL":SW
760 REM PUT THE PARAMETERS FOR SELECTED WINDOW INTO BUFFERS
800 ME=96:FORC=1TO26:POKE-ME,WI(SW,C,0):ME=ME-1:NEXT
810 POKE-102,WI(SW,27,0):POKE-101,WI(SW,28,0)
820 PRINTA,CHR$(30)::ARROW KEYS MOVE WINDOW:SPACEBAR TO GET NEXT WINDOW:
830 POKE16526,138:POKE16527,254
840 P=PEEK(14400)
850 IFP=128THEN750
860 POKE-4,P:Z=USR(0)
870 GOTOD840

```

Listing 16

```

10 REM LISTING 2 MODIFICATION 8A
15 REM 820,850 DELETED:740,870 CHANGED:725,750-760,865 INSERTED
|
|
|
|
720 REM DEMONSTRATION MULTIPLE WINDOW SCROLLING-MANUAL VERSION
725 REM CAN ACCESS WINDOWS BY SCANNING THE RAM BUFFER 16438
730 CLS
740 FORA=15368TO16383:RR=RND(159)+32:POKEA,RR:NEXT
750 FORBU=0TO25:SQ=PEEK(16438+BU)
755 IFSQ=0THEN830
760 SW=INT(BU*8/(LOG(SQ)/0.69))
790 REM PUT THE PARAMETERS FOR SELECTED WINDOW INTO BUFFERS
800 ME=96:FORC=1TO26:POKE-ME,WI(SW,C,0):ME=ME-1:NEXT
810 POKE-102,WI(SW,27,0):POKE-101,WI(SW,28,0)
830 POKE16526,138:POKE16527,254
840 P=PEEK(14400)
850 POKE-4,P:Z=USR(0)
860 NEXT
870 GOTOD750

```

Listing 17

set of examples show how this might be done.

The modification given in Listing 16 allows the user to INPUT the window number to be scrolled. Answer the "NUMBER OF WINDOWS REQUIRED" prompt with a number > 1 and then input their parameters as usual. Use the ARROW keys to move the current window and the spacebar to enter another window choice.

To change the window manually, with the minimum of program interruption, the method shown in Listing 17 (lines 750-760) can be employed. These lines need some further explanation.

When a key is pressed, the bit pattern is copied into one of seven addresses in RAM according to which row the key is in. This RAM BUFFER occupies addresses 16438 to 16444. The table below shows how they are mapped to the keyboard rows.

TABLE 4

Address	Keyboard	Row
16438	@	G
16439	H	O
16440	P	W
16441	X	Z
16442	O	7
16443	8	/
16444	Enter	Spacebar

For example, pressing the letter A will cause a 2 to appear in 16438. As all these addresses have a "resting state" of zero, any non-zero value means a key in the corresponding row has been pressed.

If letters instead of numbers are used to request windows, any one of 26 windows can be called at the press of a single alphabet key. Scanning the four addresses 16438-16441 for a non-zero value will reveal the row containing the pressed key. Line 760 decodes the value PEEKed into a number between 1 and 26 reflecting the position in the alphabet of the key pressed. This value (SW) is then used to index into the WI array in line 800, causing the parameters for the requested window to be accessed. Pressing A gives window 1, B gives window 2 and so on. If you want more than 26 windows you're on your own!

Finally, the program in Listing 18 permits the number of moves and the associated directions to be entered by means of DATA strings (line 820). The values are stored in the hitherto unused array elements WI(R,C,1) and WI(R,C,2). By entering the parameters given in Table 5 for 12 windows, a graphics block (it's a Dalek) manouevres around an obstacle course.

The general idea is very simple. By specifying several windows which have overlapping parameters, the contents of one window can be passed to another rather like a conveyor belt. Figure 6 shows the overlapping areas in this example. To reverse the movement, complementary sets of instructions are used (line 820). At the same time, note that the parameters for windows 1-6 are the same as those for 12-7. Any amount

TABLE 5

WINDOW NUMBER	LINES DOWN	BYTES LEFT	LINE LENGTH	SCROLL LINES	DELAY	INSTRUCTIONS
NW	LD	SB	LL	SL	DE	
1	1	0	32	5	1	9R9R1R
2	1	17	15	10	1	5D
3	6	17	34	5	1	9R9R1R
4	6	39	13	11	1	6D
5	12	5	48	5	1	9L9L9L7L
6	9	5	13	8	1	3U
7	9	5	13	8	1	3D
8	12	5	48	5	1	9R9R9R7R
9	6	39	13	11	1	6U
10	6	17	34	5	1	9L9L1L
11	1	17	15	10	1	5U
12	1	0	32	5	1	9L9L1L

```

10 REM LISTING 2 MODIFICATION 9
15 REM INSERT NEW ROUTINE FROM E90-1130
1
1
1
682 WI(R,28,0)=DM
685 REM USING MULTIPLE WINDOWS FOR ANIMATION
690 CN=0
700 READDT$ 
710 WI(R,0,1)=LEN(DT$)/2
720 FORMD=ITOLEN(DT$)/STEP2
730 CN=CN+1
740 WI(R,CN,1)=VAL(MID$(DT$,MD,1))
750 MV$=ID$(DT$,MD+1,1)
755 IFMV$="U"THENWI(R,CN,2)=8
770 IFMV$="D"THENWI(R,CN,2)=16
780 IFMV$="L"THENWI(R,CN,2)=32
790 IFMV$="R"THENWI(R,CN,2)=64
800 NEXTMD
810 NEXTR
820 DATA 9R9R1R,5D,9R9R1R,6D,9L9L9L7L,3U,3D,9R9R9R7R,6U,9L9L1L,5U,9L9L1L
830 GOT0850
840 WI(R,C,0)=L:WI(R,C+1,0)=M:C+2:RETURN
850 CLS
860 A$=STRING$(2,128)+CHR$(184)+CHR$(188)+STRING$(3,191)+CHR$(188)+CHR$(188)

```

Listing 18

```

870 B$=STRING$(2,128)+CHR$(187)+STRING$(5,191)+CHR$(183)
880 C$=CHR$(128)+CHR$(184)+STRING$(8,191)+STRING$(2,148)+CHR$(183)
890 D$=CHR$(128)+CHR$(187)+" DALEK "+CHR$(183)
900 E$=CHR$(128)+CHR$(187)+STRING$(7,191)+CHR$(183)
910 Z$=STRING$(31,153)
920 Z1$=STRING$(11,143)
930 Z2$=STRING$(18,159)
940 Z3$=STRING$(17,138)
950 Z4$=STRING$(5,175)
960 FORA=0TO3:PRINT#33+(A*64),Z$::NEXT
970 PRINT#3384,Z$;
980 FORA=0TO8:PRINT#3384+(A*64),Z4$::NEXT
990 PRINT#666,Z2$;
1000 FORA=0TO10:PRINT#3309+(A*64),Z1$::NEXT
1010 PRINT#8,A$::PRINT#64,B$::PRINT#128,C$::PRINT#192,D$::PRINT#256,E$;
1020 POKE16526,130:POKE16527,254
1030 FORR=1TO4
1040 ME=96:FORC=1TO26:POKE-ME,WI(R,C,0):ME=ME-1:NEXT
1050 POKE-102,WI(R,27,0):POKE-101,WI(R,28,0)
1060 FORC=1TO1(R,0,1)
1070 FORC1=1TOWI(R,C,1)
1080 POKE-4,WI(R,C,2):Z=USR(0)
1090 NEXTC1
1100 NEXTC
1110 NEXTR
1120 FORT=1TO1000:NEXT
1130 GOT01030

```

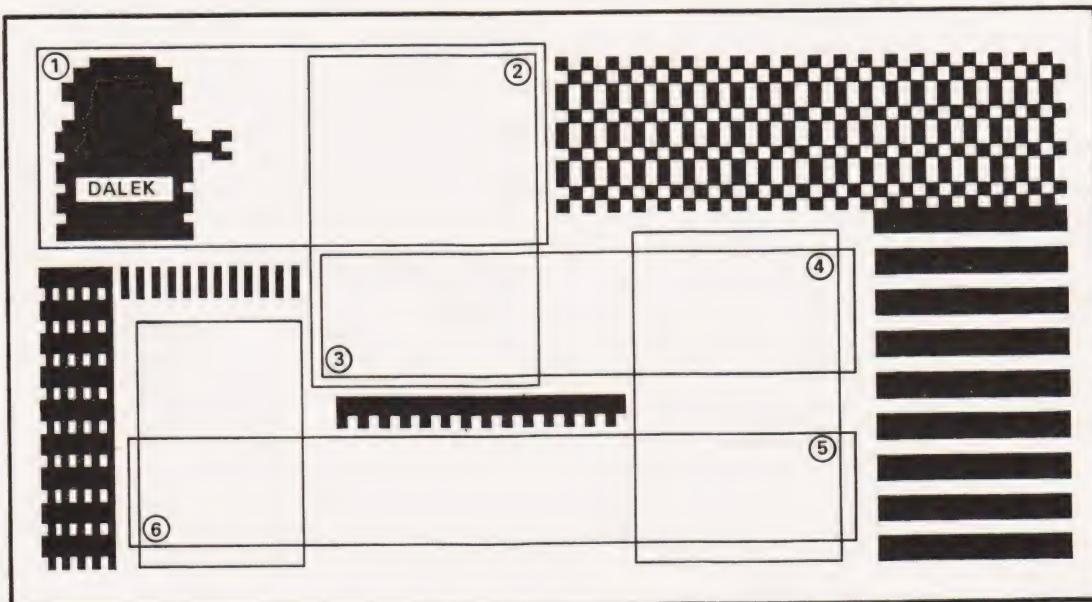


Fig. 6 Overlapping areas for Dalek obstacle course

of overlap is possible between adjacent windows.

The illustrations given here by no means exhaust the options for screen scrolling. It is appreciated that in one or two cases, the same effect can be created in other ways, but the

intention has been to try to show that screen scrolling and rotation can have its uses, especially in the field of simple animation.



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**M**icroman by Gordon Pask and Susan Curran is a beautifully produced book which shows that attractively designed and well structured books can be produced at a reasonable price. There are credits for an editor, design and art director, picture researchers and others and their joint effort is impressive.

Gordon Pask has contributed considerably to developments in cybernetics and in knowledge-based systems and this book reflects his work, ideas and experience in these fields. The Microman of the title is man enhanced by the creative, non-threatening uses of the micro that have become possible as a result of his work and the work of others.

The introduction claims that the book is not about computers but about the developing relationship between people and computers. About how we have shaped computers and, subsequently, how computers are shaping us and our environment. I remember vividly an electronics engineer saying to me, not too long ago, that the only use for computers was to design other computers. As the

# BOOK PAGE

Garry Marshall

**The use and application of computers — a wide ranging topic. Our reviewer assesses four very different books.**

designs for computers have become increasingly complex, this has indeed become one essential function. Now, we also have factories full of robots building other robots but we have begun to learn how to take advantage of the power of computers in many other ways. This book describes many of those uses and the ideas behind them.

The book can be read as a layman's guide to how computers are used and how they are changing and enriching our lives: but it goes deeper than this. **Microman** has several strands running through it: the applications of computers, the changes they bring, the representation of

knowledge, the nature of artificial intelligence and the likely future impact of computers. These strands interact with each other, so that themes recur in different chapters, rather like overlapping sliding panels, giving an apt analogy to the dynamic computational forms that are dealt with.

One chapter deals with computer networks and parallel processing, explaining how a number of computers linked together by a network, each performing computations at the same time can act in concert as one large computer. It then discusses how an expert system can exist in such a network with different computers carrying out different tasks, so that a problem is dealt with by subdividing it and passing each sub-problem to the appropriate specialist machine. The idea of a conflict, such as that which might arise when two parallel computations converge and interact in a way that has no clear resolution, is then introduced. This idea of conflict and the attempt to resolve it is developed as a basis of intelligent behaviour, and illustrated with reference to the game of 'Life' in an impressionistic way that requires no real knowledge of the technical issues involved in order to appreciate it.

An example of the way that computers have affected us at quite a deep level is provided by the way in which we think about artificial intelligence. Prior to the advent of computers, intelligence was thought of as something that was displayed by humans only and this naturally led to definitions of intelligence that involved humans and human characteristics. But in trying to make computers intelligent, discussions of machine intelligence cannot sensibly refer to definitions that involve humans

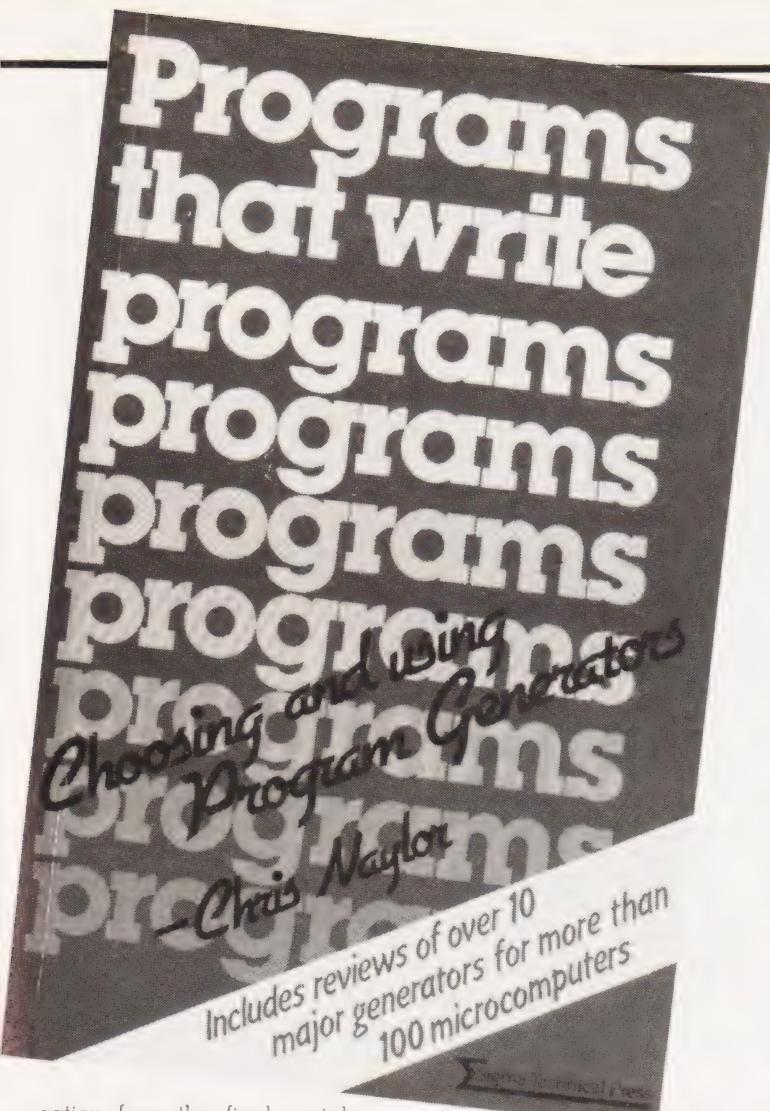
and their characteristics. We must try to think more broadly than this. Not to do so could leave the unconstructive point of view that computers cannot be intelligent because they are not human.

Chapters on 'Language and knowledge' and 'Data structures and knowledge structures' discuss the ideas behind the representation and manipulation of knowledge in a computer and provide an explanation of the concepts of knowledge-based systems and some indication of what has been realised to date.

In a way, one of the middle chapters, 'The microprocessor in action', encapsulates the strengths of the book. The title of the chapter is not especially apt, for after describing altogether familiar applications of the microprocessor, ranging from the digital watch through uses in cars to robots, it suddenly launches into developments that are, in terms of the individual, much more important.

Xanadu is Ted Nelson's structured data bank that contains a vast amount of material, all with links and cross references to other items in the bank. This makes it a sort of dynamic reference library/encyclopaedia/word processor and as such it provides a new tool for accessing information, consultation and creating new material that is superior to all its conventional predecessors. Similarly, Nick Negroponte's Data Space coordinates computers, quadraphonic sound and video to create artificial experiences in a completely new way. Finally, the ways that the computer's ability to process knowledge can be harnessed in expert systems, computer-aided design and decision-making are described, so that the chapter has followed one strand of computer appli-





cation from the firmly established to the very edge of current developments.

There is a great deal to stimulate and inform the reader in this book, and it deserves careful reading. I would just note for the record that the material on micros is a little out of date, with photos of the ZX81 and Apple II (the book first appeared in hardback). Also the four picture researchers might have noticed that what purports to be a floppy disk in the illustration on page 26 is really a (rather rigid) video disk.

Chris Naylor's previous book, on expert systems, was about how to write one of your own to run on your micro. By way of contrast, **Programs That Write Programs** (subtitled Choosing and Using Program Generators) is not about how to write one, rather it is about what they are, what they are for and how to choose one from those that are available.

It is written in the same readable and racey style as the earlier book, in fact, the style is rather more appropriate this time. This book is basically aimed at the businessman who is about to buy, or has just bought, a micro and who needs

to write programs for it to meet his individual needs. The book provides an entertaining and informative treatment of its topic, assuming no particular knowledge of its readers.

Aiming firmly at the businessman with no background in computing, the author begins his task of explaining about program generators by taking the line that unless you know something about computers, you are unlikely to be in a position to appreciate program generators and their potential uses. So the first part of the book is a rapid tour of how a computer works, what you can do with a computer and how to program it. This takes 50 pages so that it can offer only a broad sweep but it does this very effectively, extracting the principles involved quite effortlessly.

A program generator is a program that can write other programs. The first insight that we get is that any high-level language translator is a program generator, for it is a program that when given a high-level language program, writes the equivalent machine code program. This explains the presence of succinct treatments

of BASIC and COBOL in the final section of the book which is devoted to reviews of program generators.

The concept of the application width of a program generator (ie the extent of the range of applications in which it is useful) is introduced. With any language system or program generator, the more closely it is tailored to a particular type of application the smaller its application width becomes. At one extreme is machine code, with the largest possible application width and at the other, any highly specialised applications package with only very specific uses.

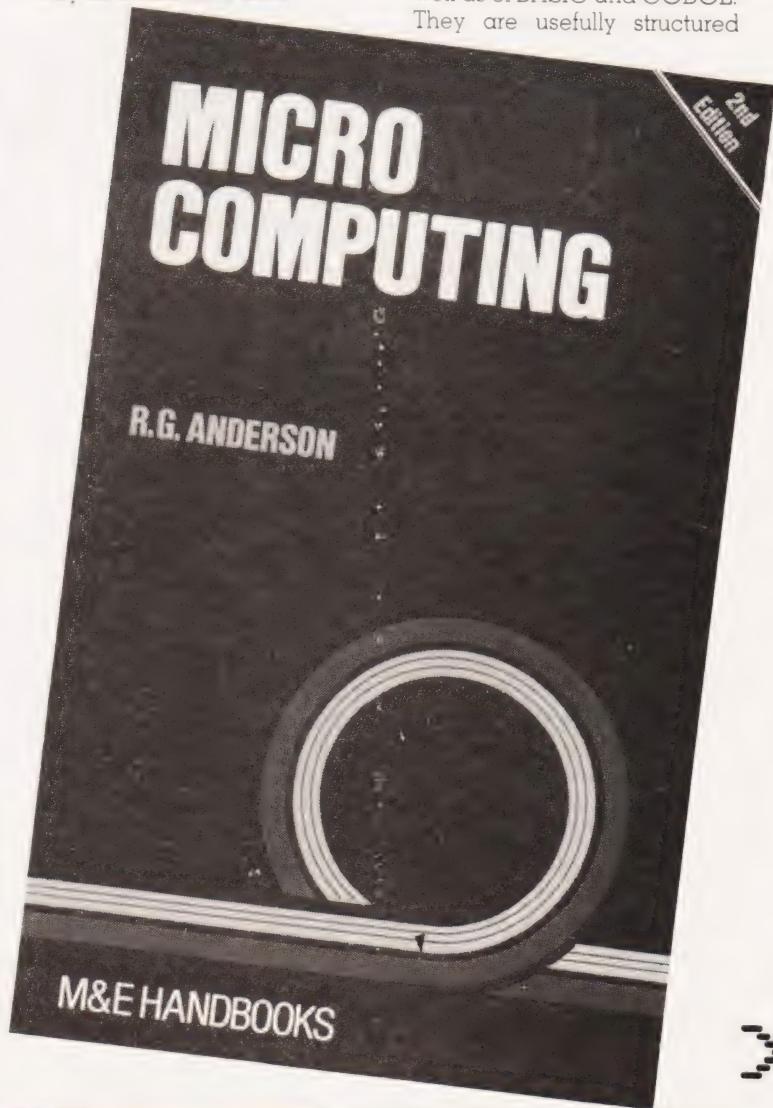
There is also a trade-off between the application width of a package and the ease with which one can learn to use it because the more features it has, the longer it will take to master them. Naylor points out that even though a narrowly applicable program will be comparatively easy to learn, even this learning will not be transferable unless the program is operated in much the same way as others of its kind.

What can be done with a computer is reduced to the four basic elements of input, output, manipulation and storage. At this level it is not at all difficult to acquire an appreciation of what can be done. Under the heading of storage, the treatment of files is very good. The general discussion of programming is also accurately aimed at its target audience, conveying certainly enough information, but not too much.

I think that this outline introduction to computing is more enlightening than many provided by entire books with this as their aim. It could be read with benefit by any newcomer to computers and computing.

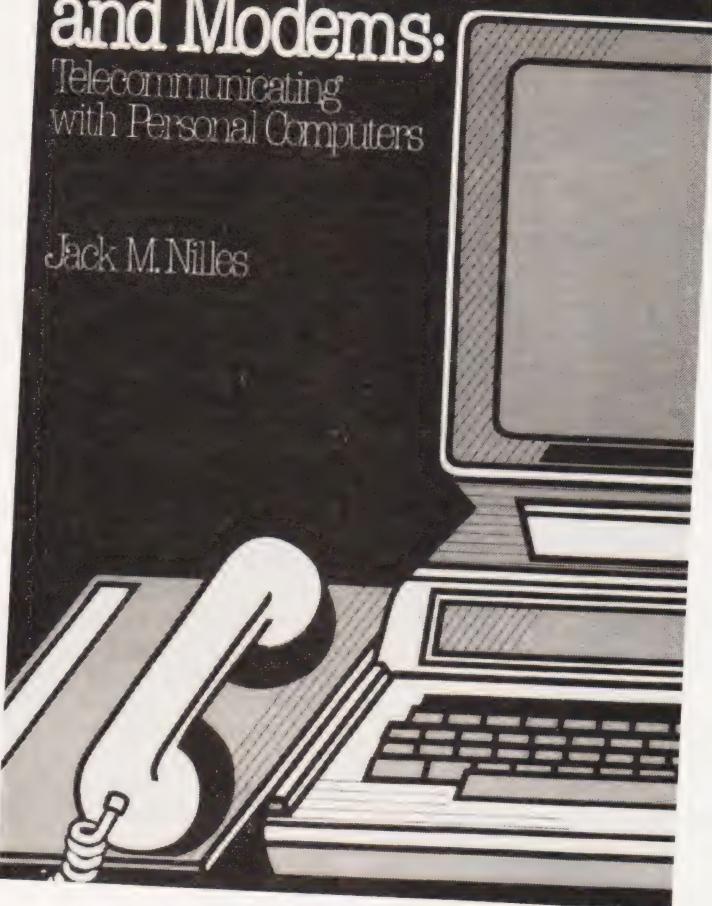
The middle section of the book is a very brief summary of the first part, for those who think that they know enough to skip to it. I would suggest that everyone read the first part for its insights and skip the second, except that it does provide a useful glossary.

The final part of the book contains uniform reviews of nine program generators as well as of BASIC and COBOL. They are usefully structured



# Micros and Modems: Telecommunicating with Personal Computers

Jack M. Nilles



and succinct. The author does not attempt to select a 'best buy', for the generators are so varied in their capabilities and the position of the potential user on the learning curve so much a factor, that this is an impossibility. To give a brief flavour of the reviews, 'The last one' is described as 'a menu-driven method for writing COBOL programs in BASIC'. If that phrase arouses your curiosity, stimulates your imagination or just amazes you, then I suggest you buy the book.

I chose to review **Microcomputing** by R G Anderson because I thought it would provide a solid introduction to microcomputing from a slightly unusual angle. The book is written by an accountant, so that it could be expected to provide a treatment relevant to business computing: the author claims that it should be suitable for students studying for a wide range of professional institutional exams. That the book is from a respected series and in its second edition also suggests that it is should be good. I was sorely disappointed.

The core of the book covers elements of microcomputing and operating a microcomputer, then the concepts of programming and an outline of BASIC. This is a fairly conventional prospect but the treatment is disappointing and, in places, dubious. Statements such as the following do not really inspire confidence in the author:

'Some micros have an ASCII, ie QWERTY type standard keyboard' (p36).

'The Sharp MZ-80K (has) BASIC stored on cassette or disc which has to be loaded into ROM before processing is possible' (p45).

'Programs can . . . include READ statements, which requires the inclusion of DATA statements containing the variables (numbers) to be processed.' (p49-50).

This month's books are:

**Microman** by Gordon Pask and Susan Curran (Century Publishing Co) 222 pages, £4.95

**Programs That Write Programs** by Chris Naylor (Sigma Technical press) 220 pages, £7.95

**Microcomputing** by R G Anderson (Macdonald and Evans) 210 pages, £3.50

**Micros and Modems: Telecommunicating with Personal Computers** by Jack Nilles (Reston) 170 pages, £14.40

predictions are firmly based on the idea that what is available in industry and business today is likely to be available and at a much reduced price, to the individual in the near future.

The book provides original ideas and new ways of looking at many topics because it deals with micros and communications in the broad context of the information environment and society in general and not just in their technical framework.

The first part of the book explains reasons why we should be interested in communicating with our micros (in case we are not). It deals in a non-technical way with micros and how to turn them into communications terminals and telecommunications systems (particularly the telephone network and broadcast systems but not neglecting cable systems and even satellite systems). It then goes on to discuss the interaction of people with the computer/communication system and the importance of making systems easy and natural to use. Ways in which this can be done are illustrated.

The book's second part is concerned with how to make micros communicate. How to make them communicate with each other, with mainframe computers, with other machines and even with people. A chapter each on hardware and software stresses strongly the interactions between the two. Communications software written in BASIC and in assembler is presented. The dialect of the BASIC is Cromemco Structured BASIC and although it is likely to differ from the versions available to you and me, it has the great merit of being easy to read and to understand.

There is a new chapter on graphics but to deal mainly with PET-style memory-mapped graphics in 1984 is a severe constraint.

There are some quite useful accountancy programs, but they do not extend to the use of files, so the reader is not taken very far into BASIC or its business applications. If the author has heard of program generators he gives no sign of it, but an awareness of program generators would be far more valuable to an accountant than the programs presented by the author. Definitely one to avoid.

**Micros and modems** by Jack Nilles is the most satisfactory book that I have seen on micros and communications. Using a micro to access Prestel and Micronet, for example, is becoming increasingly common. Nilles describes many similar uses that a communications capability makes possible and indicates a number that are likely to come in the future.

These include network information services, office automation, community bulletin boards, enhanced personal communication and entertainment facilities and telecommuting (that is, *not* commuting) to work and to school. All his

The book concludes with chapters on communication networks with good treatment of local area networks and the developments that can result from linking micros with a network. The new jobs, the new styles of life and the new forms of entertainment that can result are explored and illustrated. The importance of these developments is not to be underestimated.

I can recommend **Micros and Modems** as an interesting and intelligent account of the developments themselves, the technology behind them and their consequences.

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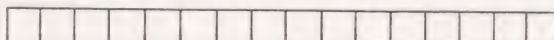
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## SEPTEMBER 1983

FELIX knowledge shops, Software protection, Torch disc pack, ZX81 Backgammon, Dragon character generator, Three Tandy computers.

## OCTOBER 1983

Slingshot game, Sharp MZ-700 review, Sharp MZ-3541 review, Z80 Disassembler, A better TRSDOS, Improved VIC-20 editor.

## NOVEMBER 1983

BBC Word Processor, ZX LPRINT review, Laser 200 review, Writing Adventures, Learning FORTH Part 1, PET tape append.

## DECEMBER 1983

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## FEBRUARY 1984

Using MX-80 graphics, Colour Genie monitor, non-random random numbers, ZX81-FORTH, Program recovery on the Commodore 64.

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6 Antics	Bug Byte	Spectrgum (-)
7 Les Flics	PSS	Spectrum (-)
8 Psytron	Beyond	Spectrum (3)
9 Cavelon	Ocean	CBM 64 (-)
10 Trashman	New Generation	Spectrum (-)

### NON-ARCADE

1 Mugsy	Melbourne House	Spectrum (1)
2 Golf 64	Abrasco	Spectrum (-)
3 Flight Path 737	Anirog	CBM 64 (2)
4 Snooker	Visions	CBM 64 (4)
5 Fall of Rome	APS	Spectrum (3)
6 Fall of Rome	APS	CBM 64 (3)
7 Solo Flight	US Gold	CBM 64 (8)
8 Twin Kingdom Valley	Bug Byte	CBM 64 (6)
9 Classic Adventure	CDS	ZX 81 (-)
10 Blockbuster	Clever Clogs	Spectrum (-)

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### SPECTRUM

1 Jet Set Willy	Software Projects (2)
2 Sabre Wulf	Ultimate (-)
3 Fighter Pilot	Digital (-)
4 Psytron	Beyond (3)
5 Jack and the Beanstock	Thor (-)
6 Antics	Bug Byte (-)
7 Les Flics	PSS (-)
8 Atic Atac	Ultimate (9)
9 Scrabble	Psion (-)
10 Trashman	New Generation (6)

### COMMODORE 64

1 BMX Racers	Mastertronic (2)
2 Space Walk	Mastertronic (5)
3 Manic Miner	Software Projects (1)
4 Beach Head	Centresoft (-)
5 Snooker	Visions (-)
6 Black Hawk	Creative Sparks (3)
7 Colossus Chess	CDS (-)
8 Space Pilot	Anirog (4)
9 Chuckie Egg	A&F (-)
9 Revelation	Softek (-)

### DRAGON 32

1 Buzzard Bait	Microdeal (-)
2 Cuthbert In Space	Microdeal (2)
3 Dragon Chess	Oasis (3)
4 Hungry Horace	M. House (5)
5 Bug Diver	Mastertronic (-)
6 Eightball	Microdeal (4)
6 Spritemagic	Knight (-)
8 Dungeon Raid	Microdeal (-)
8 Skramble	Microdeal (8)
10 Mr Dig	Microdeal (-)

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

### VIC-20

1 Duck Shoot	Mastertronic (1)
2 Tank Commander	Creative Sparks (3)
4 Snooker	Visions (-)
5 Computer War	Creative Sparks
6 Charlot Race	Micro Antics (4)
7 Vegas Jackpot	Mastertronic (-)
8 Phantom Attack	Mastertronic (-)
9 Sub Hunt	Mastertronic (-)
10 Games Designer	Galactic (-)

### BBC

1 Aviator	Acornsoft (1)
2 Spitfire Command	Superior (9)
3 OverDrive	Superior (3)
4 Fortress	Pace (-)
5 JCB Digger	Acornsoft (2)
6 Snooker	Visions (-)
7 Battle Tank	Superior (4)
8 Chess	BBC (-)
9 0 Man	MRM (5)
10 Twin Kingdom Valley	Bug-Byte (-)

### ZX81

1 Allen Reign	CRL (9)
2 Krypton Ordeal	Novus (2)
3 Planet Raider	Novus (4)
4 Walk the plank	Novus (3)
5 Black Crystal	Carnell (7)
6 Flight Simulation	Sinclair (8)
7 Mothership	Sinclair (-)
8 Reversi	Sinclair (-)
9 Sabotage	Sinclair (-)
10 City Patrol	Sinclair (-)

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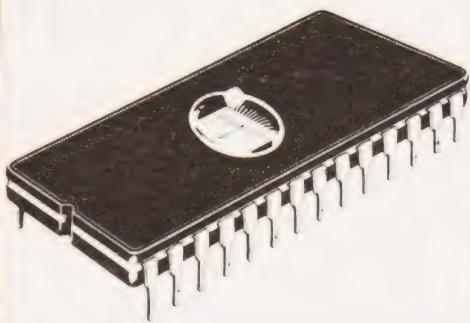
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TOOLKIT also contains a powerful facility to trap an error in a Basic program as it runs. It will then automatically enter the Screen Editor, display the line in error and position and cursor at the statement at fault.

### COMMANDS

*CHECK	Verify a program or data in memory with disc/cassette.
*CLEAR	Clear all variables including integers.
*EDIT	Enter full screen editor.
*FREE	Display free memory and pseudo variables
*HELP INFO	Displays various useful system information.
*MEMORY	Display memory contents.
*MERGE	Merge two programs.
*MOVE	Move program to run at specified address.
*NEW	As New, but can be issued from within a program.
*OFF	Cancel enhanced error handling.
*OLD	As Old, but can be issued from within a program.
*ON	Auto error handling – enters editor at line in error.
*PACK	Efficient program compactor.
*RECOVER	Intelligently recover bad programs.
*RENUMBER	Allow partial renumbering.
*REPORT	Extended error reporting facility.
*SCREEN	Screen dump to cassette or disc.
*UTIL 1	String Search.
*UTIL 2	String Search and Replace.
*UTIL 3	Move Basic program lines.
*UTIL 4	List Procedures and Functions.
*UTIL 5	List values of A% to Z%.
*UTIL 6	List Numeric Variables.
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*UTIL 8	List Names of Arrays.
*UTIL 9	Set up range for Utilities 1 and 2.

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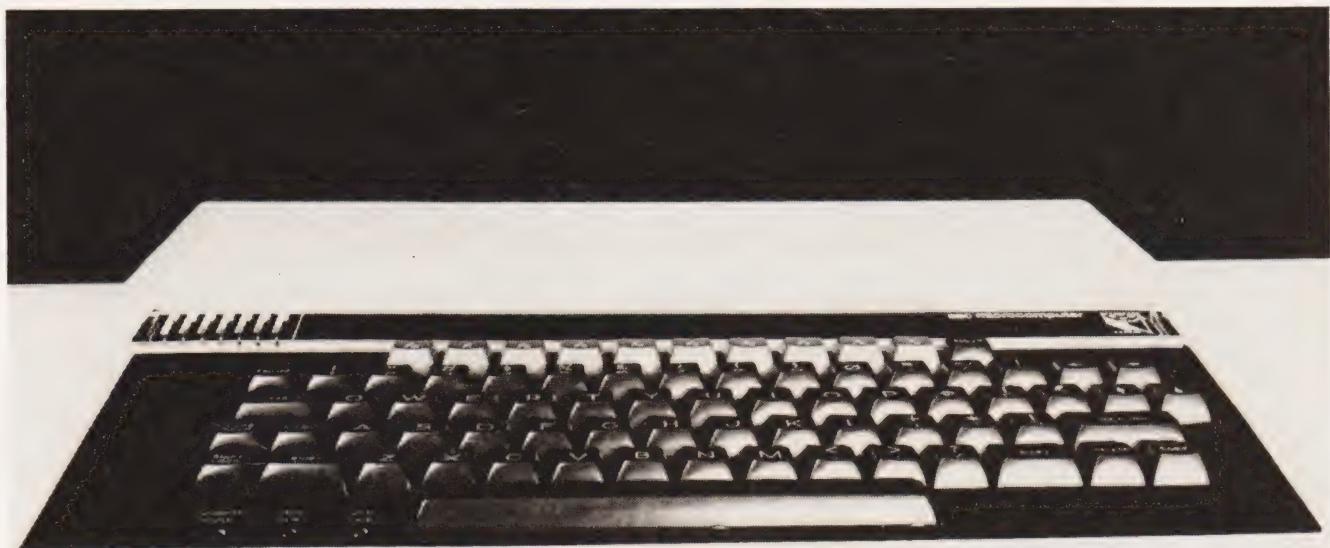
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# FINDING AND KEEPING



G. W. Gallagher

**Do you collect stamps, paintings, books, beermats or parking tickets? If you need to keep track of a multiplicity of objects, here's the program for you. Written for the BBC micro, it's easily converted for other machines.**

One of the reasons given for buying a computer for use at home is that it will provide an excellent way of keeping records and accounts. Accounts have been dealt with on many occasions but there are other home uses which become apparent as one becomes addicted to using the computer.

In my own case, I could see three subjects for filing immediately:

- A means of cross-reference for composer, musicians, etc for a record collection.
- A record of useful articles seen in various computing magazines. (I could cut out the articles but am reluctant to mutilate magazines unless necessary.)
- A collection of thimbles which has grown rapidly enough to need a filing system for individual details but it could just as easily be a collection of stamps, coins or any other collectable item.

The program devised worked equally well for each requirement and can be used for any number of purposes. The example shown here is of the 'thimble' program.

## DATA STORAGE

The information about each item is stored as one string, built up from as many sections as are required to contain the various pieces of information about each item. The use of a single string, instead of several separate pieces of data, is simply to save memory space. This is particularly important if the file is to be saved on cassette. In such a case, the strings will have to be taken into an array in memory before they can be added to or searched for information. The probable limit of the number of

items which may be taken into the array is about 250 (which should be remembered when planning a cassette file for this program). There will be no such limit for a disc file, as the array is only used to hold temporarily new items to be added to the file. If the file is to be very large, it is probably safer to keep it on a separate disc to avoid space problems.

As the computer used was a BBC B, the working sections of the program are given as PROCs. For any other type of computer, these should be used as subroutines.

In this particular example (ie a collection of thimbles) four sections are used for each item as follows:

- 16 spaces (for a maker's name)
- 20 spaces (for a set reference)
- 18 spaces (for the artist's name)
- 22 spaces (for a description)

Further sections can be added if required, as long as the length of each section is kept constant. For example, if in the first section, the name was less than 16 bytes long, blank spaces are added. This is necessary if the process of extracting information is to work.

It is convenient to make a note of the lengths of the sections in REM statements at the beginning of the program (see lines 30-80). The total length of the specified sections is 76 bytes and two bytes are used by the filing system to note in each record the type and length of the data enclosed. I have actually used 80 bytes as the length of the completed entry on the file. This means that since we are using a random access file, the 'pointer' which indicates the position in the file at any particular time, will be moved on 80 bytes from one record to the next.

## Listing 1

```

10 REM..THIMBRR
20 DIMD$(300)
30 REM...1...MAKER..(16)
40 REM...2...SET..(20)
50 REM...3...ARTIST(18)
60 REM...4...DESCRIPTION..(22)
70 REM...RECORD LENGTH 80
80 PROCchoice
90 ON C GOTO 100,190,430,490,500
100 DEFPROCfromfile:N=1-1:ADD=0:REM;CHANGE ON FIRST
RUN TO N=0
110 CLS:PRINT'"Type = when you have finished ad
ding items."
120 PRINT'"Press the return key after each entry
."
130 CLS:ADD=ADD+1:D$(ADD)=""":PROCfirst:IF N$="""
THEN 160 ELSE 140
140 PROCsecond:PROCthird:PROCfourth:PROCcheck
150 GOTO 110
160 PRINT'"These items will now be filed."
170 IF N=0 THEN PROCnewfile ELSE PROCaddfile
180 GOTO 80
190 CLS:PRINT'"Type 1. to look for a maker"
200 PRINT'" 2. to look for a set"
210 PRINT'" 3. to look for an artist"
220 PRINT'" 4. to look for a description"
230 INPUTCS:IF (CS-1)*(CS-2)*(CS-3)*(CS-4)<>0 T
HEN 230
240 ON CS GOTO 250,300,350,390
250 PRINT'"The maker is?":INPUT C1$
260 IF LEN(C1$)>16 THEN 270 ELSE 280
270 C1$=LEFT$(C1$,16)
280 VDU2:PRINT';C1$:PROClooking
290 PROCWAIT:VDU3:GOTO 80
300 PRINT'"The name of the set is?":INPUT C2$
310 IF LEN(C2$)>22 THEN 320 ELSE 330
320 C2$=LEFT$(C2$,22):CLS:PRINT'C2$
330 VDU2:PRINT'C2$:PROClooking
340 PROCWAIT:VDU3:GOTO 80
350 PRINT'"The name of the artist is?":INPUT
C3$
360 IF LEN(C3$)>18 THEN C3$=LEFT$(C3$,18)
370 VDU2:PRINT'C3$:PROClooking
380 PROCWAIT:VDU3:GOTO 80
390 PRINT'"The description you wish to find is?
":INPUT C4$
400 IF LEN(C4$)>22 THEN C4$=LEFT$(C4$,22)
410 VDU2:PRINT'C4$:PROClooking
420 PROCWAIT:VDU3:GOTO 80
430 CLS:PRINT'"What is the number of the thimble
?"
440 INPUT number :ADD=1:N=0
450 PROCchanging:PROCamending:IF R=3 THEN 480
460 IF C$="Y" OR C$="y" THEN 480 ELSE 470
470 PROCamending:GOTO 460
480 PROCaddfilesingle:GOTO 80
490 VDU2:PROClust:VDU3:PROCWAIT:GOTO 80
500 END
510 DEFPROCfirst
520 PRINT'"The name of the maker or manufacturer
?"
530 INPUT N$:IF N$="" THEN 580
540 D$(ADD)=D$(ADD)+N$
550 IF LEN(D$(ADD))>15 THEN 570 ELSE 560
560 D$(ADD)=D$(ADD)+" ":GOTO 550
570 D$(ADD)=LEFT$(D$(ADD),16)
580 ENDPROC
590 DEFPROCsecond
600 PRINT'"The name of the set"
610 INPUT N$:D$(ADD)=D$(ADD)+N$
620 IF LEN(D$(ADD))>35 THEN 640 ELSE 630
630 D$(ADD)=D$(ADD)+" ":GOTO 620
640 D$(ADD)=LEFT$(D$(ADD),36)
650 ENDPROC
660 DEFPROCfourth
670 PRINT'"The description of the thimble?":INPU
T N$:D$(ADD)=D$(ADD)+N$
680 IF LEN(D$(ADD))>75 THEN 700 ELSE 690
690 D$(ADD)=D$(ADD)+" ":GOTO 680
700 D$(ADD)=LEFT$(D$(ADD),76)
710 ENDPROC
720 DEFPROCcheck
730 PRINT; N$+ADD,D$(ADD)
740 PRINT'"Is this correct?(Y/N)"
750 INPUT C$:IF C$="Y" OR C$="y" THEN 780
760 IF C$="N" OR C$="n" THEN 770 ELSE 750
770 D$(ADD)=""":ADD=ADD-1
780 ENDPROC
790 DEFPROCfromfile
800 X=OPENIN("thimble")
810 I=0:PX=PTR#X
820 REPEAT
830 PTR#X=PX
840 I=I+1
850 INPUT#X, D$
860 PX=PX+80
870 UNTIL EOF#X
880 CLOSE#X
890 ENDPROC
900 DEFPROCnewfile
910 X=OPENOUT("thimble")
920 PX=PTR#X
930 FOR I=1 TO N+ADD
940 PTR#X=PX
950 PRINT#X,D$(I)
960 PX=PX+80
970 NEXT
980 CLOSE#X
990 ENDPROC
1000 DEFPROCchoice
1010 CLS:PRINT'"Type 1 to add items"
1020 PRINT'" 2 to extract items"
1030 PRINT'" 3 to correct or remove items"
1040 PRINT'" 4 for a complete list"
1050 PRINT'" 5 to end"
1060 INPUT C:IF (C-1)*(C-2)*(C-3)*(C-4)*(C-5)<>0 T
HEN 1060
1070 ENDPROC
1080 DEFPROClooking
1090 X=OPENIN("thimble")
1100 I=0:PX=PTR#X
1110 REPEAT
1120 PTR#X=PX
1130 I=I+1
1140 INPUT#X, D$
1150 IF CS>1 THEN 1170 ELSE PROClookfirst
1160 GOTO 1220
1170 IF CS>2 THEN 1190 ELSE PROClooksecond
1180 GOTO 1220
1190 IF CS>3 THEN 1210 ELSE PROClookthird
1200 GOTO 1220
1210 PROClookfourth
1220 PX=PX+80
1230 UNTIL EOF#X
1240 CLOSE#X
1250 ENDPROC
1260 DEFPROClookfirst
1270 L=LEN(C1$):IF L=16 THEN 1310
1280 J=1
1290 IF MID$(D$,J,L)<>C1$ THEN 1300 ELSE 1320
1300 J=J+1:IF J<17-L THEN 1290 ELSE 1330
1310 IF LEFT$(D$,16)<>C1$ THEN 1330 ELSE 1320
1320 PRINT;I;TAB(6);MID$(D$,17,20);TAB(30);MID$(D
$,37,18);TAB(50);RIGHT$(D$,22)
1330 ENDPROC
1340 DEFPROClooksecond
1350 L=LEN(C2$):IF L=20 THEN 1310
1360 J=1
1370 IF MID$(D$,J+16,L)<>C2$ THEN 1380 ELSE 1400
1380 J=J+1:IF J<21-L THEN 1370 ELSE 1410
1390 IF MID$(D$,17,20)<>C2$ THEN 1410 ELSE 1400
1400 PRINT;I;TAB(6);LEFT$(D$,16);TAB(30);MID$(D$,
37,18);TAB(50);RIGHT$(D$,22)
1410 ENDPROC
1420 DEFPROClookthird
1430 L=LEN(C3$):IF L=18 THEN 1470
1440 J=1
1450 IF MID$(D$,36+J,L)<>C3$ THEN 1460 ELSE 1480
1460 J=J+1:IF J<19-L THEN 1460 ELSE 1490
1470 IF MID$(D$,36,L)<> C3$ THEN 1490 ELSE 1480
1480 PRINT;I;TAB(6)LEFT$(D$,16);TAB(30);MID$(D$,1
7,20);TAB(52)RIGHT$(D$,22)
1490 ENDPROC
1500 DEFPROCWAIT
1510 X=GET:IF X<>32 THEN 1510
1520 ENDPROC
1530 DEFPROCthird
1540 PRINT'"The name of the artist"
1550 INPUT N$:D$(ADD)=D$(ADD)+N$
1560 IF LEN(D$(ADD))>53 THEN 1580 ELSE 1570
1570 D$(ADD)=D$(ADD)+" ":GOTO 1560
1580 D$(ADD)=LEFT$(D$(ADD),54)
1590 ENDPROC
1600 DEFPROCaddfile

```

```

1610 X=OPENUP("thimble")
1620 PX=PTR#X+N*80
1630 FOR I=1 TO ADD
1640 PTR#X=PX
1650 PRINT#X,D$(I)
1660 PRINTD$(I)
1670 PX=PX+80
1680 NEXT
1690 CLOSE#X
1700 ENDPROC
1710 DEFFPROClookfourth
1720 L=LEN(C4$):IF L=22 THEN 1760
1730 J=1
1740 IF MID$(D$,56+J,L)<>C4$ THEN 1750 ELSE 1770
1750 J=J+1:IF J<23-L THEN 1740 ELSE 1780
1760 IF RIGHT$(D$,22)<>C4$ THEN 1780 ELSE 1770
1770 PRINT;I;TAB(6)LEFT$(D$,16);TAB(30);MID$(D$,1
7,20);TAB(52);RIGHT$(D$,22)
1780 ENDPROC
1790 DEFFPROCamending
1800 PRINTD$
1810 PRINT'"Do you wish to:"
1820 PRINT"1. change this record"
1830 PRINT"2. cancel this record"
1840 PRINT"3. leave it unchanged"
1850 INPUT R:IF (R-1)*(R-2)*(R-3)<>0 THEN 1850
1860 ON R GOTO 1880,1870,1890
1870 D$="ZZZZ"+STRING$(72," "):ENDPROC
1880 D$(ADD)=""::PROCfirst::PROCsecond::PROCthird::PR
OCfourth::PROCcheck1
1890 ENDPROC
1900 DEFFPROCchanging

```

```

1910 X=OPENIN("thimble")
1920 PX=(number-1)*80
1930 PTR#X=PX
1940 INPUT#X,D$
1950 CLOSE#X
1960 ENDPROC
1970 DEFFPROCaddfilesingle
1980 X=OPENUP("thimble")
1990 PX=(number-1)*80
2000 FTR#X=PX
2010 PRINT#X,D$(ADD)
2020 CLOSE#X
2030 ENDPROC
2040 DEFFPROCcheck1
2050 PRINT;number,D$(ADD)
2060 PRINT"Is this correct?(Y/N)"
2070 INPUT C$:IF C$="Y" OR C$="y" THEN 2100
2080 IF C$="N" OR C$="n" THEN 2090 ELSE 2070
2090 D$(ADD)=""
2100 ENDPROC
2110 DEFFPROClist
2120 X=OPENIN("thimble")
2130 I=0:PX=PTR#X
2140 REPEAT
2150 FTR#X=PX
2160 I=I+1
2170 INPUT#X,D$
2180 PRINT;I;D$
2190 PX=PX+80
2200 UNTIL EOF#X
2210 CLOSE#X
2220 ENDPROC

```

## FORMING THE SECTIONS

The PROCs used are as follows:

- **PROCfirst** (510-580) takes in the information for the first section and makes sure that it is the correct length. It is in this section that there is the chance to stop adding items by typing '=' instead of any other data.
- **PROCsecond** (590-650) takes in the data for the second section and corrects it for length if necessary.
- **PROCthird** (1530-1590) repeats the process for the third section.
- **PROCfourth** (660-710) repeats the process for the fourth section.
- **PROCcheck** (720-780) gives the opportunity to check the string once the sections have been added together. If the string is correct, it is stored in the array as D\$(ADD). If it is not correct, the string is scrapped and the process repeated.

The variables used at this stage are:

**D\$** The array which stores the new records before they are added to the file.  
**N** The number of records which are already on the file.  
**ADD** The number of items added at any one time.

## EXTRACTING INFORMATION

It is possible to search for information included in any section of the string without necessarily giving the complete section for checking. For example, if I wished to obtain a list of thimbles, all of which contained the word 'rose' as part of the description, I could do so by using the MID\$ string function. Taking L to be the length of 'rose', ie four bytes, the program will check through each of the four sections in turn, moving along one byte at a time, until all the possible consecutive groups of four bytes have been checked. Thus the word 'rosette' and the phrase 'yellow rose' would each be picked out. The PROCs used are:

- **PROClookfirst** (1260-1330) checks the first section.
- **PROClooksecond** (1340-1410) checks the second section.
- **PROClookthird** (1420-1490) checks the third section.
- **PROClookfourth** (1710-1780) checks the fourth section.

If you have included more than four sections then this list of

PROCs must be extended to cover the extra ones used.

## ALTERATIONS TO RECORDS

The order of the records on the file is important to my filing system as each thimble or LP record sleeve has on it a label with the same number as that given to it in the file. Thus, if a thimble or LP is broken, exchanged or perhaps sold, that particular position on the file must not be lost but kept open until the number is used again.

The program makes it possible to call up a particular record by number and to alter, cancel, or return it to the file unaltered. Cancelling a record means replacing it by a set phrase, in this case, "ZZZZ", which is unlikely to be used otherwise in section 1.

If you wish to amend or cancel a particular record but do not know its number, then calling up the records which fit the description (or artist or make that is known) will result in a list of all possible items, including their numbers. The chosen number can then be called.

The following PROCs deal with the alteration:

● **PROCamending** (1790-1890) which offers the possibilities of changing, cancelling or leaving the record unaltered. If the string is to be altered, it is redone completely and checked on completion, using:

● **PROCcheck1** (2040-2100) which is similar to the check used plus new items. The difference is in the numbering of the item which must be kept the same as the original brought from the file, else it will be put back in the wrong place.

## FILING PROCEDURES

The example is based on the filing system for BBC Basic II which includes the command OPENUP, in addition to the commands in Basic I. Only two of the PROCs will need changing for the earlier models (they will be pointed out when the situation arises). The name of the file in this case is "thimble" and this should be replaced wherever it appears by the appropriate name.

- **PROCnewfile** (900-990) opens up a new file when the first collection of data is ready to be filed. Separating the first filing from later ones avoids the misuse of the command OPENOUT which has the unfortunate characteristic of destroying any file of that name already in existence. This command should be used with care!

## Listing 2

```

10 REM..LISTING 2
1600 DEFFPROCaddfile
1604 *RENAME thimble TEMP
1608 Y=OPENOUT("thimble")
1612 X=OPENIN("TEMP")
1616 PY=PTR#Y
1620 PX=PTR#X
1624 REPEAT
1628 PTR#X=PX
1632 INPUT#X,D$
1636 PTR#Y=PY
1640 PRINT#Y,D$
1644 PY=PY+80
1648 PX=PX+80
1652 UNTIL EOF#X
1656 CLOSE#X
1660 FOR I=1 TO ADD
1664 PTR#Y=PY
1668 PRINT#Y,D$(I)
1672 PY=PY+80
1676 NEXT I
1680 CLOSE#Y
1684 *DELETE TEMP
1700 ENDPROC
1970 DEFFPROCaddfilesingle
1972 *RENAME thimble TEMP
1974 Y=OPENOUT("thimble")
1976 X=OPENIN("TEMP")
1978 PY=PTR#Y
1980 PX=PTR#X
1982 REPEAT
1984 PTR#X=PX
1986 INPUT#X,D$
1988 PTR#Y=PY
1990 PRINT#Y,D$
1992 PY=PY+80
1994 PX=PX+80
1996 UNTIL PX=(N-1)*80
1998 PTR#Y=PY
2000 PRINT#Y,D$(ADD)
2002 REPEAT
2004 PY=PY+80
2006 PX=PX+80
2008 PTR#X=PX
2010 INPUT#X,D$
2012 PTR#Y=PY
2014 PRINT#Y,D$
2016 UNTIL EOF#X
2018 CLOSE#X
2020 CLOSE#Y
2022 *DELETE TEMP

```

## Listing 3

```

10 REM..THIMBRR
20 DIMD$(300)
30 REM...1...MAKER..(16)
40 REM...2...SET..(20)
50 REM...3...ARTIST(18)
60 REM...4...DESCRIPTION..(22)
70 CLS:PRINT'"Please make sure that your cassette is correctly positioned to load the file. Press the SPACE BAR when ready"
80 PROCWAIT:PROCfromfile:N=I-1
85 PROCchoice
90 ON C GOTO 100,190,430,490,500
100 ADD=N
110 CLS:PRINT'"Type = when you have finished adding items."
120 PRINT"Press the return key after each entry"
130 CLS:ADD=ADD+1:D$(ADD)=""":PROCfirst:IF N$="""
THEN 160 ELSE 140
140 PROCsecond:PROCthird:PROCfourth:PROCcheck
150 GOTO 110
160 GOTO 85
190 CLS:PRINT'"Type 1. to look for a maker"
200 PRINT'" 2. to look for a set"
210 PRINT'" 3. to look for an artist"
220 PRINT'" 4. to look for a description"
230 INPUTCS:IF (CS-1)*(CS-2)*(CS-3)*(CS-4)<>0 T
HEN 230
240 ON CS GOTO 250,300,350,390
250 PRINT'"The maker is?":INPUT C1$
260 IF LEN(C1$)>16 THEN 270 ELSE 280
270 C1$=LEFT$(C1$,16)
280 VDU2:PRINT';C1$:PROClooking
290 PROCWAIT:VDU3:GOTO 80
300 PRINT'"The name of the set is?":INPUT C2$
310 IF LEN(C2$)>22 THEN 320 ELSE 330
320 C2$=LEFT$(C2$,22):CLS:PRINT'C2$
330 VDU2:PRINT'C2$:PROClooking
340 PROCWAIT:VDU3:GOTO 80
350 PRINT'"The name of the artist is?":INPUT C
360 IF LEN(C3$)>18 THEN C3$=LEFT$(C3$,18)
370 VDU2:PRINT'C3$:PROClooking
380 PROCWAIT:VDU3:GOTO 80
390 PRINT'"The description you wish to find is?":INPUT C4$
400 IF LEN(C4$)>22 THEN C4$=LEFT$(C4$,22)
410 VDU2:PRINT'C4$:PROClooking
420 PROCWAIT:VDU3:GOTO 80
430 CLS:PRINT'"What is the number of the thimble?":INPUT number :ADD=number
450 PROCamending:IF R=3 THEN 480
460 IF C$="Y" OR C$="y" THEN 480 ELSE 470
470 PROCamending:GOTO 460
480 GOTO 80
490 VDU2:PROClist:VDU3:PROCWAIT:GOTO 80
500 CLS:PRINT'"Please make sure that your cassette is correctly positioned to save the file. Press the SPACE BAR when ready"

```

```

510 PROCWAIT:PROCnewfile:END
515 DEFFPROCfirst
520 PRINT'"The name of the maker or manufacturer?":N$:
530 INPUT N$: IF N$="" THEN 580
540 D$(ADD)=D$(ADD)+N$:
550 IF LEN(D$(ADD))>15 THEN 570 ELSE 560
560 D$(ADD)=D$(ADD)+":":GOTO 550
570 D$(ADD)=LEFT$(D$(ADD),16)
580 ENDPROC
590 DEFFPROCsecond
600 PRINT'"The name of the set":N$:
610 INPUT N$:D$(ADD)=D$(ADD)+N$:
620 IF LEN(D$(ADD))>35 THEN 640 ELSE 630
630 D$(ADD)=D$(ADD)+":":GOTO 620
640 D$(ADD)=LEFT$(D$(ADD),36)
650 ENDPROC
660 DEFFPROCfourth
670 PRINT'"The description of the thimble?":INPU
T N$:D$(ADD)=D$(ADD)+N$:
680 IF LEN(D$(ADD))>75 THEN 700 ELSE 690
690 D$(ADD)=D$(ADD)+":":GOTO 680
700 D$(ADD)=LEFT$(D$(ADD),76)
710 ENDPROC
720 DEFFPROCcheck
730 PRINT; N+ADD,D$(ADD)
740 PRINT'"Is this correct?(Y/N)":C$:
750 INPUT C$:IF C$="Y" OR C$="y" THEN 780
760 IF C$="N" OR C$="n" THEN 770 ELSE 750
770 D$(ADD)=""":ADD=ADD-1
780 ENDPROC
790 DEFFPROCfromfile
800 X=OPENIN("thimble")
810 I=0
820 REPEAT
840 I=I+1
850 INPUT#X, D$(I)
870 UNTIL EOF#X
880 CLOSE#X
890 ENDPROC
900 DEFFPROCnewfile
910 X=OPENOUT("thimble")
930 FOR I=1 TO ADD
950 PRINT#X,D$(I)
970 NEXT
980 CLOSE#X
990 ENDPROC
1000 DEFFPROCchoice
1010 CLS:PRINT'"Type 1 to add items"
1020 PRINT'" 2 to extract items"
1030 PRINT'" 3 to correct or remove items"
1040 PRINT'" 4 for a complete list"
1050 PRINT'" 5 to end"
1060 INPUT C:IF (C-1)*(C-2)*(C-3)*(C-4)*(C-5)<>0 T
HEN 1060
1070 ENDPROC
1080 DEFFPROClooking
1100 I=0
1110 REPEAT

```



```

1130 I=I+1
1150 IF CS>1 THEN 1170 ELSE PROClookfirst
1160 GOTO 1220
1170 IF CS>2 THEN 1190 ELSE PROClooksecond
1180 GOTO 1220
1190 IF CS>3 THEN 1210 ELSE PROClookthird
1200 GOTO 1220
1210 PROClookfourth
1220 UNTIL I=ADD
1250 ENDPROC
1260 DEFFPROClookfirst
1270 L=LEN(C1$):IF L=16 THEN 1310
1280 J=1
1290 IF MID$(D$(I),J,L)<>C1$ THEN 1300 ELSE 1320

1300 J=J+1:IF J<17-L THEN 1290 ELSE 1330
1310 IF LEFT$(D$(I),16)<>C1$ THEN 1330 ELSE 1320

1320 PRINT;I;TAB(6);MID$(D$(I),17,20);TAB(30);MID$(
D$(I),37,18);TAB(50);RIGHT$(D$(I),22)
1330 ENDPROC
1340 DEFFPROClooksecond
1350 L=LEN(C2$):IF L=20 THEN 1310
1360 J=1
1370 IF MID$(D$(I),J+16,L)<>C2$ THEN 1380 ELSE 14
00
1380 J=J+1:IF J<21-L THEN 1370 ELSE 1410
1390 IF MID$(D$(I),17,20)<>C2$ THEN 1410 ELSE 140
0
1400 PRINT;I;TAB(6);LEFT$(D$(I),16);TAB(30);MID$((
D$(I),37,18);TAB(50);RIGHT$(D$(I),22)
1410 ENDPROC
1420 DEFFPROClookthird
1430 L=LEN(C3$):IF L=18 THEN 1470
1440 J=1
1450 IF MID$(D$(I),36+J,1)<>C3$ THEN 1460 ELSE 14
80
1460 J=J+1:IF J<19-L THEN 1460 ELSE 1490
1470 IF MID$(D$(I),36,L)<>C3$ THEN 1490 ELSE 148
0
1480 PRINT;I;TAB(6)LEFT$(D$(I),16);TAB(30);MID$(D
$(I),17,20);TAB(52)RIGHT$(D$(I),22)
1490 ENDPROC
1500 DEFFPROCWAIT
1510 X=GET:IF X<>32 THEN 1510
1520 ENDPROC
1530 DEFFPROCthird
1540 PRINT;"The name of the artist"
1550 INPUT N$:D$(ADD)=D$(ADD)+N$
1560 IF LEN(D$(ADD))>53 THEN 1580 ELSE 1570
1570 D$(ADD)=D$(ADD)+"":GOTO 1560
1580 D$(ADD)=LEFT$(D$(ADD),54)
1590 ENDPROC
1710 DEFFPROClookfourth
1720 L=LEN(C4$):IF L=22 THEN 1760
1730 J=1
1740 IF MID$(D$(I),56+J,L)<>C4$ THEN 1750 ELSE 17
70
1750 J=J+1:IF J<23-L THEN 1740 ELSE 1780
1760 IF RIGHT$(D$(I),22)<>C4$ THEN 1780 ELSE 1770

1770 PRINT;I;TAB(6)LEFT$(D$(I),16);TAB(30);MID$(D
$(I),17,20);TAB(52);RIGHT$(D$(I),22)
1780 ENDPROC
1790 DEFFPROCamending
1800 PRINTD$
1810 PRINT;"Do you wish to:"
1820 PRINT;"1. change this record"
1830 PRINT;"2. cancel this record"
1840 PRINT;"3. leave it unchanged"
1850 INPUT R:IF (R-1)*(R-2)*(R-3)<>0 THEN 1850
1860 ON R GOTO 1880,1870,1890
1870 D$="ZZZZ"+STRING$(72," "):ENDPROC
1880 D$(ADD)=""":PROCfirst:PROCsecond:PROCthird:PR
OCfourth:PROCcheck1
1890 ENDPROC
2040 DEFFPROCcheck1
2050 PRINT;number,D$(ADD)
2060 PRINT;"Is this correct?(Y/N)"
2070 INPUT C$:IF C$="Y" OR C$="y" THEN 2100
2080 IF C$="N" OR C$="n" THEN 2090 ELSE 2070
2090 D$(ADD)=""
2100 ENDPROC
2110 DEFFPROClist
2130 I=0
2140 REPEAT
2160 I=I+1
2180 PRINT;I;D$(I)
2200 UNTIL I=ADD
2220 ENDPROC

```

● **PROCfromfile** (790-890) is only used here as a counting device so that the numbering of new items will be correct. It will be needed in a slightly amended form for the cassette file but it could be omitted for the disc file as long as some other way of keeping note of the number of records on the file is adopted. One way is to use the first record on the file to hold the number which tells you how many records there are. This means that the data would then begin with the second record.

● **PROCaddfile** (1600-1700) It is here that knowing the number N of records already on the file becomes important. The pointer (PTR# X) is moved to the beginning of the (N+1)th record by moving it N\*(length of 1 record) bytes. This can only be done using OPENUP and the alternative PROC for other versions will be found later in the article. Once the pointer is in the correct place, the ADD new items will be added on to the file.

● **PROClooking** (1080-1250) is the means of looking through the items of the file for items which satisfy given conditions, such as a particular artist or description.

● **PROCchanging** (1900-1960) finds the record asked for by number and offers it for amendment.

● **PROCaddfilesingle** (1970-2030) If a single record has been amended after PROCchanging, this is the means of putting the revised version back into the correct position. It also uses the command OPENUP and will need alteration for other systems.

## THE MAIN PROGRAM

This is situated between lines 10-500. It uses two PROCs which have not already been described.

● **PROCchoice** (1000-1070) contains the menu available.

● **PROCWAIT** (1500-1520) waits for the space bar to be pressed before moving on.

Other variables are:

**C**  
**CS**

The variable carried forward from the menu.  
The variable indicating which section is to be tested when extracting information

**C1\$, C2\$, C3\$,  
C4\$**

The variables representing the strings to be searched for in sections 1, 2, 3 or 4 respectively.

Line 100 contains two statements. When the file is being used for the first time it should read:

100 N=0:ADD=0

After the first use, the line should be:

100 PROCfromfile:N=I-1:ADD=0

This change could be avoided by putting in an extra question, eg Is this a new file? (Y/N) but the question would then have to be answered every time the program was used. It is a matter of personal choice as to which method is preferred.

## USING A PRINTER

When lists of items are extracted from the file, it is useful to have the list printed out (if a printer is available). The VDU2 statement which enables the printer will be found on lines 280, 330, 370, 410 and 490. The printer is then switched off on the following lines when the lists are complete and is only on when actually needed.

The complete program will be found in **Listing 1**. Option 4 on the menu (a complete list) will be found to be useful when the program is first run. It will give an immediate check as to whether the items are being filed as you expect. **Listing 2** gives the alterations necessary when the command OPENUP is not available. **Listing 3** gives suggested alterations when a cassette file is used. To use the file for the first time, ie when no previous file exists, an extra line can be added but must be deleted before the second and subsequent runs.

65 N=0: GOTO 100

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# EXTENDING THE 64'S BASIC PART 4

Tony Cross

How long is a string? Or come to that, any other type of variable? In this month's article we look at string operations (with two new keywords) and variable storage (another new keyword).

**S**o far in this series I have only looked at the use of parameters in keywords. It is quite possible, of course, to use strings and string expressions as keyboard parameters, it just requires some different techniques. This month, therefore, I am going to concentrate on evaluation and manipulating strings and string expressions and then taking a look at BASIC variables, both string and numeric.

## STORING STRINGS

Strings are stored and manipulated in a way that is quite different from the way numbers are handled. This difference arises because of the physical size of the strings themselves. You may remember from last month, that floating point numbers are always five bytes long and integers are one or two bytes long at the most. Strings, on the other hand, can be anything from 0 to 255 bytes long.

In addition, when we need to manipulate floating point and integer numbers, it is the numbers themselves that are moved around. Now a 255 byte long strip is a very large beast indeed — if it became necessary to move several strings of this length around then the Interpreter would slow down considerably.

The Commodore 64's BASIC (like many other BASICs) overcomes these problems by using a two part storage method for its strings:

- The string itself
- A string descriptor (or header)

The first part (the string itself) is stored at some convenient location in memory. (More on this later.) The second part (the string descriptor) is a three byte 'block' that completely describes the string. It consists of two pieces of information:

- The string length (the first byte of the descriptor)
- The string address (the last two bytes of the descriptor)

Because the string descriptor contains all the information we need to know about the string, we can do all the manipulation on the descriptor, instead of on the (much longer) string. This makes working with strings much faster (and simpler).

Now let's have a closer look at how the string itself is stored. There are actually three main types of string:

**1 String variables** I'll be looking at variables in detail later, for now you can ignore them completely.

**2 Constant strings** These are strings which are contained within the program text itself. For example, in the following program:

10 PRINT "FRED"

The string "FRED" is a constant, ie it is part of the program text and cannot be changed at RUN time. The descriptor for this type of string actually points to the text of the program itself.

**3 Temporary strings** These are strings which are created as the program is running. For example, in the following program:

```
10 LET A$="FRED"
20 LET B$="BLOGGS"
30 PRINT A$+B$
```

Line 30 has to create the temporary string "FRED BLOGGS" so that it can be printed. The string is only temporary because when the PRINT routine has finished, it is no longer needed and can be 'forgotten about'. Strings like this have to be stored somewhere whilst they are being manipulated, and an area of memory called the 'string storage space' is used. This area (which I will be describing in detail later) is accessed via a pointer called FRETOP. FRETOP points to the bottom of the string storage area, ie where the next temporary string will be stored. (String storage space 'grows' downwards from high memory — usually address \$9FFF).

When a temporary string is created, it is copied into string space starting at the current FRETOP location. FRETOP is then moved down just below it so that another string can be stored. When the routine which created the temporary string no longer needs it, FRETOP is simply moved back above it again making the space available for another string. (This is called de-allocating a temporary string.)

In this way the most efficient use is made of the string storage space — a temporary strings are only stored there for as long as they are needed.

## THE TEMPORARY STRING STACK

There is another feature of temporary strings that you need to know about, that is the 'temporary string stack'. To see why a string stack is needed (and how it is used) have a look at the following program:

```
10 LET A$="FRED"
20 LET B$="JOHN"
30 LET C$="SID"
40 PRINT MID$(A$+B$+LEFT$(C$,2),3,7)
```

There's a lot of string processing to be done in line 40 — far too much to be tackled all in one go. Complex expressions like this have to be evaluated in simple stages and 'built up' a bit at a time.

First the temporary string A\$+B\$ is evaluated and stored in string space. The descriptor for this string must be saved for use later and so it is 'pushed' onto the temporary string stack.

The second temporary string, LEFT\$(C\$,2), is then evaluated and stored in string space (just below the A\$+B\$ string as it happens). The descriptor for this string is also 'pushed' onto the temporary string stack. (There are now two descriptors on the stack.)

These two descriptors are then 'popped' off the stack and used

in evaluating the third temporary string, MID\$(A\$+B\$+LEFT\$(C\$,2),3,7). The first two temporary strings, which are no longer needed, are then de-allocated (FRETOP is moved back above them) and the third temporary string is copied into string space (over the top of the other two). The descriptor for this string is then 'pushed' onto the string stack. (It is now the only string on the stack). The expression has now been completely evaluated (because there are no more 'operators' to be dealt with), so this string is returned as the evaluated result: the PRINT routine can now print this string, de-allocate it and then return control to the Interpreter.

You can see that a temporary string stack is essential when evaluating this type of expression. It is used to store the descriptors to the various temporary strings which are produced. On the Commodore 64 this stack is three 'slots' long (nine bytes) and it is located at addresses \$0019 to \$0021 (\$0019 is the 'top' of the stack). If a string expression generates more than three temporary strings (which must all be kept at the same time) then a FORMULA TOO COMPLEX error will be given.

## DEALING WITH STRING EXPRESSIONS

Evaluating string expressions is no more difficult than evaluating numeric expressions — you simply use a different set of ROM routines. To completely extract a string parameter, however, you need to call two separate ROM routines. The first of these, called EXPR, evaluates the string parameter and returns a descriptor to the evaluated string in FPA1. The second routine, called GETSTG, recovers the descriptor from FPA1 and checks to see if it is a temporary string. If it is, then GETSTG de-allocates it (by moving FRETOP above it).

The EXPR routine (EXPression evaluations) at address \$AD9E, is actually the main expression evaluation subroutine. (Strings don't have a separate 'entry point' like INCBYT, INCINT and NUMEXP.)

EXPR evaluates the expression (numeric or string) pointed to by TXTPTR (TXTPTR is NOT incremented first). If the expression found is a string then EXPR returns a descriptor to the string in FPA1. (Length in \$61, and address in \$62/\$63, with the low byte in \$62). If the expression found is numeric, EXPR simply returns a floating point number in FPA1.

EXPR leaves TXTPTR pointing to the delimiter character at the end of the expression and modifies all the registers. Although it looks as though EXPR has completely extracted the string parameter, there are two important points which need clarifying. Firstly, we must check to ensure that a string expression was found (rather than a numeric one). And secondly, we need to find out whether the string is a temporary one, in which case it will have to be de-allocated when we have finished with it.

GETSTG (GET a STring), at address \$B6A3, performs both of these functions for us. Firstly, it checks to ensure that the expression just evaluated produced a string result (a TYPE MISMATCH error is given if not). Next, the string length is loaded into the X/Y registers (high byte in Y, low byte in X). This address is also loaded into locations \$22/\$23 (high byte in \$23, low byte in \$22). More importantly, GETSTG checks the string address to see if it is a temporary string. If it is then GETSTG de-allocates it by moving FRETOP above it.

Now it may seem strange to you that we should de-allocate the string as soon as it has been evaluated. However, the string still exists and the descriptor still points to it — all we have done is to 'remove' it from string space. Of course, if another temporary string were to be created it would overwrite the current one. The only way this can happen though is if you call EXPR before you have finished dealing with the current string!

## OTHER STRING OPERATIONS

If the string parameter came from a statement keyboard then the string descriptor in A and X/Y is all you need to carry out whatever action you had in mind. If the keyboard is a function keyword however, a value will have to be returned. Some string functions, like LEN(string\$), return numeric results. Others, like LEFT\$(string\$, number), return string results. Those functions that return numeric results usually return a floating point number in

```

20 003C !#####
30 003C !# INSTRING KEYWORD #####
40 003C !# VERSION 1.0 -- 13/01/84 #####
50 003C !# COPYRIGHT (C) A.L.CROSS 1984 #####
60 003C !#####
70 003C !#####
80 003C !#####
90 003C !#####
100 003C !#####
110 003C !#####
120 003C !#####
130 0488 !#=C4B8
140 0488 !
150 0488 !
160 0488 !VARIABLES AND EQUATES
170 0488 !
180 0488 TSTOPB = $REFA
190 0488 TSTCLB = $REF7
200 0488 TSTCOM = $REFD
210 0488 GETSTG = $B6A3
220 0488 CTFPN = $B391
230 0488 CHKSTK = $B3FB
240 0488 EXPR = $AD9E
250 0488 RD51 = $F8
260 0488 RD52 = $F2
270 0488 LEN1 = $FD
280 0488 LEN2 = $FE
290 0488 COUNT BYT $00
300 0489 !
310 0489 !
320 0489 E0FF INSTR CPX #$FF
330 0489 F003 BE0 INSTOK !CHECK FUNCTION FLAG
340 048D 4C00AF JMP $AD9E
350 04C0 H501 INSTOK LDA #B01 !CHECK STACK SPACE
360 04C0 26FB93 JSR CHKSTK
370 04C0 20F9E4 JSR TSOPB !CHECK BRACKET
380 04C0 209EAD JSR EXPR !GET STRING#
390 04C0 20A3B6 JSR GETSTG !GET STRING#
400 04C0 85FD STA LEN1 !SAVE LENGTH BYTE
410 04C0 A533 LDA #33 !SAVE CURRENT END OF
420 04C0 45 LDA $34 !STRING SPACE POINTER
430 04C0 58 PHA !SAVE LOW ADDS BYTE
440 04C0 69F8 STX ADDS1 !UPDATE END OF
450 04C0 6332 STX $53 !SAVE HIGH ADDS BYTE
460 04C0 94FC STA RD51+1 !STRING SPACE POINTER
470 04C0 6344 STA $54 !CHECK COMM
480 04C0 20FDRE JSR TSTCOM !CHECK COMM
500 04C0 209EAD JSR EXPR !GET STRING#
510 04C0 20A3B6 JSR GETSTG !GET STRING#
520 04C0 85FE STA LEN2 !RESTORE OLD END OF
530 04C0 58 PLA !SAVE LENGTH BYTE
540 04C0 8534 STA $34 !RESTORE OLD END OF
550 04C0 65 BPL !STRING SPACE POINTER
560 04C0 8533 STA $53 !CHECK BRACKET
570 04C0 20F7RE JSR TSTCLB !GET LEN(STRING1)
580 04C0 85F1 LDA LEN1 !CHECK LENGTH COUNT
590 04C0 45 LDX #B01 !INIT POSITION COUNT
600 04C0 30 SEC !INIT POSITION INDEX
610 04C0 90E6 STA COUNT !INC LEN(STRING1)
620 04C0 21B8C4 STA COUNT !INC LEN(STRING1)
630 04C0 EEB8C4 INC COUNT !INIT LENGTH COUNT
640 04C0 A501 LDX #B01 !DEC POSITION COUNT
650 0501 A000 OUTRLP LDY #501 !INC POSITION INDEX
660 0501 B1FB MAINLP LDA (RD51),Y !INC STRING1$ ADDS
670 0505 D122 CMP (RD52),Y !EQUAL TO STRING2$?
680 0507 D006 BNE NOTEQ !INC POSITION COUNT
690 0509 C8 INY !DEC POSITION COUNT
700 0509 C4F6 CPY LEN2 !INC POSITION COUNT
710 050C B012 BCS STGFND !END OF STRING2$?
720 050E 38 SEC !REPEAT
730 050F B0F2 BCS MAINLP !INC POSITION COUNT
740 0511 E2 NOTEQ INX !DEC POSITION COUNT
750 0512 CEB9C4 DEC COUNT !IF AT END OF STRING1$?
760 0515 F010 BEQ NOTIN !INC STRING1$ ADDS
770 0517 E6FB INC RD51 !INC POSITION COUNT
780 0519 D0E5 BNE OUTRLP !INC POSITION COUNT
790 051B E6F0 INC RD51+1 !INC POSITION COUNT
800 051D 38 SEC !DEC POSITION COUNT
810 051E B0E1 BCS OUTRLP !INC POSITION COUNT
820 0520 3A STGFND !GET CHARACTER POS
830 0521 A8 TAY !INTO A/Y PAIR
840 0522 A000 RTNEND LDA #30 !CONVERT TO FPN
850 0524 4C91B3 JMP CTFPN !SET A/Y TO ZERO
860 0527 A000 NOTIN LDY #30
870 0529 38 SEC
880 052A B0F6 BCS RTNEND

```

Listing 1. The INSTR keyword.

FPA1, and those functions that return string results return a string descriptor in FPA1. (Length in \$61 and address in \$62/\$63, with the low byte in \$62).

Returning a numeric result is fairly straightforward and I don't expect you will have any problems. However, there are a couple of ROM routines that might be of use in this area.

ASCII (return an ASCII value), at address \$78B, first calls GETSTG to 'sort out' the evaluated string. It then loads FPA1 with the ASCII value of the first character in the string (in floating point format). If the string was null (a length of zero) then an ILLEGAL QUANTITY error will be given. All the registers are modified by a call to this routine.

VALUE (returns the string VALUE), at address \$B7AD, also calls GETSTG first, to 'sort out' the evaluated string. It then loads FPA1 with the value of the string (in floating point format), up to the first non-numeric character. All the registers are modified by a call to this routine.

Returning a string result is a little bit more difficult however, because the string itself has to be stored somewhere in memory. The obvious place to use is the string storage area used for temporary strings — there are a number of ROM routines to help you do this.

STRSPC (allocate STring SPaCe) at address \$B47D, allocates space in the string storage area. The number of bytes to

be allocated is specified in the A register on entry. STRSPC returns with the address of the first byte in the X/Y registers (high byte in Y, low byte in X) and the length in the A register. These values are also in FPA1 (length in \$61 and address in \$62/\$63, with the low byte in \$62).

MOVSTG (MOVE a STrinG) at address \$B688, moves a string into the last allocated area. The address of the string to be moved is specified in the X/Y registers (high byte in Y, low byte in X) and the string length is specified in the A register. The A and Y registers are modified by MOVSTG but the X register is not.

STG PTR (set up the STrinG Pointers) at address \$B4CA, sets up the temporary string stack and assembles the string descriptor in FPA1 for the string described in locations \$61/\$62/\$63. (Length in \$61 and address in \$62/\$63, with the low byte in \$62). All the registers are modified by STG PTR.

CVTSTG (ConVerT to STrinG), at address \$BDD, converts a floating point number in FPA1 to string. On return, the A/Y registers contain the address of the string (high byte in Y, low byte in A). The string will be terminated by a null byte and all the registers are modified.

## NEW KEYBOARD ROUTINES

There are two new keyboard routines in this section, INSTR and MULT\$. Both are function keywords but INSTR returns a numeric result, whilst MULT\$ returns a string result.

INSTR(string1\$, string2\$)

INSTR searches 'string1\$' to see if it contains 'string2\$'. If 'string2\$' is contained within 'string1\$', then the position of the first character of 'string2\$' is returned. If 'string2\$' is not contained within 'string1\$', a zero result is returned. For example:

PRINT INSTR("FRED", "RED") will print the value 2.

PRINT INSTR("FRED", "ED") will print the value 3.

PRINT INSTR("FRED", "FED") will print the value 0.

PRINT INSTR("FRED", "FREDA") will also print the value 0.

MULT\$(length, string\$)

MULT\$ returns a string of length 'length' characters which contains only the first character of 'string\$'. For example:

```

10 0300  ##### MULT$ KEYWORD #####
20 0300  # VERSION 1.0 -- 16/01/84 #
30 0300  # COPYRIGHT (C) A.L.CROSS 1984 #
40 0300  #
50 0300  #
60 0300  #
70 0300  #
80 0300  #
90 0300  #
100 0300  #
110 0300  #
120 0300  *=$0520
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```

has not been because there is anything difficult about using variables but rather because they are so easy to use! The expression evaluation subroutine (that we have been using to extract all the parameters) deals with variables for us. If it comes across a variable name in an expression then it 'automatically' gets the value of the variable and uses it in the expression. In addition, it checks that the variable type is valid for the current expression and gives a TYPE MISMATCH error if not.

As you can see, using variables in keyword parameters is very simple indeed — so simple in fact, that they are completely transparent! However, there may be occasions when you want to access the value in a variable directly, or perform some 'block process' on a particular group of variables. For these reasons and to complete the picture of how BASIC works, I am going to spend the rest of this month looking at BASIC's variables.

## STORING VARIABLES

There are three types of variable used by BASIC:

- Numeric variables
- String variables
- Array variables

Each of these variable types are stored in a separate area in memory. Figure 1 shows the general layout of these areas.

The main variable storage area begins immediately after the end of the program and, since the program length can vary, this location is pointed to by a two byte pointer called VARTAB. VARTAB is located at address \$2D/\$2E and it points to the first byte of the main variable storage area.

The array variable storage begins immediately after the main variable area. The beginning of this area (and the end of the main variable storage area) is pointed to by a two byte pointer called ARYTAB. ARYTAB is located at address \$2F/\$30 and it points to the first byte of the array storage area.

To indicate the end of the array storage area there is a second pointer called STREND, located at address \$31/\$32. STREND points to the end of the array storage area +1.

The string variable storage area is also the temporary string storage space that I mentioned earlier. This area 'begins' at the highest address available to BASIC (usually \$9FFF) and it is pointed to by a two byte pointer called MEMSIZ which is located at address \$37/\$38. String space 'grows' downward and the lowest address of string space is pointed to by a pointer called FRETOP (which we met earlier). FRETOP, located at address \$33/\$34, points to the last byte of the string area -1.

## NUMERIC VARIABLES

There are two types of numeric variable, integers (two bytes long) and floating point (five bytes long). Let's begin by looking at floating point variables.

Each floating point variable is stored in a seven byte 'slot' — two bytes for the variable name and five bytes for the floating point value. Figure 2 shows the general layout of a typical floating point variable.

The variable name for floating point variables is stored in straight ASCII format. For example, the variable name AB will be stored as

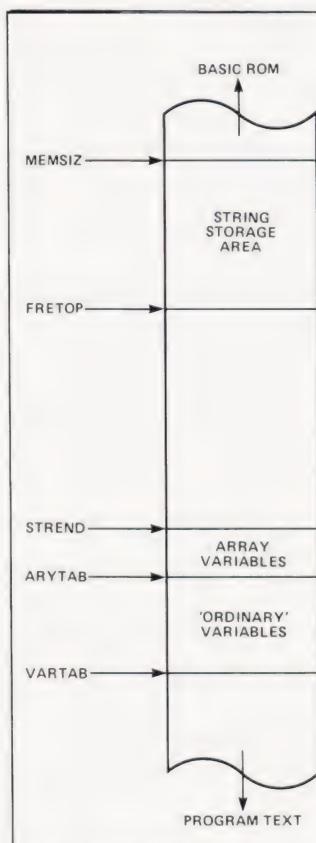


Fig. 1 Variable storage areas.

\$41 \$42 and the variable name A will be stored as \$41 \$00.

Integer variables are stored in the same seven byte 'slot' - they just don't use some of the bytes. Each integer variable uses two bytes for the variable name and two bytes for the integer value. The remaining three bytes are not used and are set to zero. Figure 3 shows the layout of a typical integer variable.

The variable name for integer variables is stored in ASCII format with the high bit of both bytes set(1). (This is done to distinguish between floating point and integer variables.) For example, the variable name AB% will be stored as \$C1 \$C2 and the variable name A% will be stored as \$C1 \$80.

## STRING VARIABLES

I mentioned earlier that BASIC uses a two part storage method for strings (the string itself and a string descriptor). Not surprisingly, string variables are stored in exactly the same way. The text of string variables is stored in the string storage area and the descriptors for these strings are stored in the main variable storage area. The descriptors are stored using the same seven byte 'slot' used by numeric variables. String variables use two bytes for the variable name and three bytes for the string descriptor (the last two bytes are not used and are set to zero). Figure 4 shows the layout of a typical string variable.

The variable name for string variables is stored in ASCII format with the high bit of the second byte set(1). For example, the variable name AB\$ will be stored as \$41 \$C2, and the variable name A\$ will be stored as \$41 \$80.

## STRING GARBAGE COLLECTION

Unfortunately there is a major problem with this method of string variable storage. This is best illustrated by running the following short program:

```
10 DIM A$(200)
20 FOR C=1 TO 189
30 FOR S=1 TO 200
40 A$(S)=A$(S)+"A"
50 NEXT S
60 PRINT "LOOP NUMBER";C
70 NEXT C
```

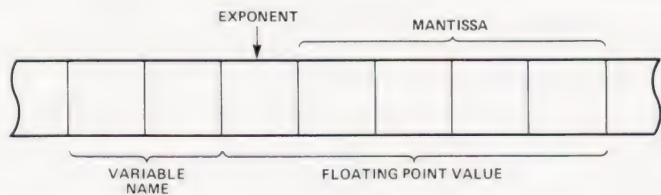


Fig. 2 Floating point variable storage.

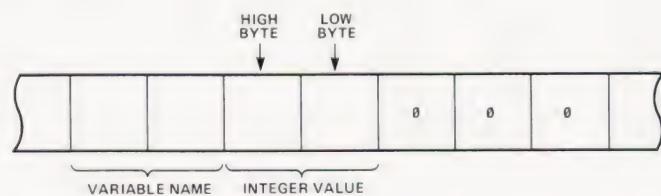


Fig. 3 Integer variable storage.

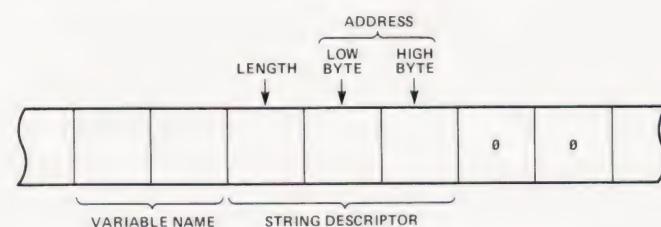


Fig. 4 String variable storage.



What you will see is a program that executes slower and slower each time round the outer loop (the FOR C=1 to 189 loop). The reason for this increasing delay is to do with the way BASIC stores its string variables.

When the contents of an existing string variable are changed, BASIC doesn't overwrite the old string in the string space area because the length may have changed. Instead it adds the new string to the bottom of the string space area and changes the variable descriptor to point to this new string. The old string is now redundant *but it is still stored in the string space area*. If many variables are changed, then the string space area will eventually grow so large that it will fill all the available memory.

When this happens, the Interpreter calls a special routine which runs through the string space area and removes all redundant strings. All the 'good' strings are then re-distributed to pack them tightly together. This routine, which is located at address \$B526, is called GARBAG (string GARBAG collection). GARBAG is a fairly long and slow routine and it can introduce some long delays.

For example, if there is a large amount of free memory or if the program modifies a lot of string variables, then GARBAG will introduce noticeable delays into the execution time.

The short program I showed you earlier is designed to modify lots of variables (each time round the FOR S=1 to 200 loop, 200 new strings are added) and to use most of the available memory (200 strings \* 189 bytes per string requires over 36K of memory). This creates the 'worst of both worlds', eventually reaching the situation where garbage collection is being done every time a new string is added. This is why the program takes nearly an hour to run!!

Unfortunately, there isn't a lot you can do about garbage collection, although reducing the amount of memory available for string storage (by lowering MEMSIZ) will make GARBAG run faster (but more often!).

The FRE(0) keyword in BASIC 'forces' garbage collection to take place, so it can be included in programs to make garbage collection occur in places where you can afford the time taken. This can help to prevent it occurring during time critical periods.

## ARRAY VARIABLES

The 'ordinary' variables that we have just looked at shared a common seven byte storage 'slot'. Although this makes everything nice and neat, it does waste a lot of memory (three bytes per variable and two bytes per string variable). If array elements were to be stored using this common 'slot' size then the 'wastage' would be even greater (especially with large arrays). For this reason array elements are 'packed' much tighter so that no space is wasted.

Arrays are stored using a two part method:

- An array header (which describes the array)
- The array elements (which contain the data)

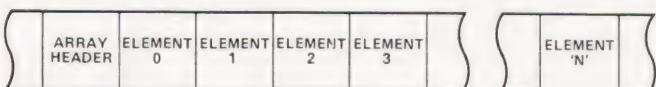


Fig. 5 Array element storage.

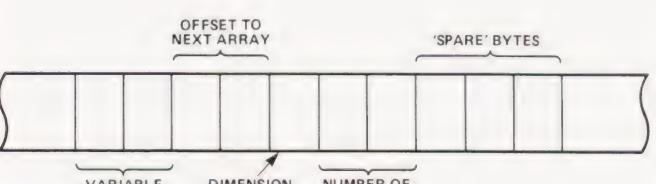


Fig. 6 Header for one-dimensional array.

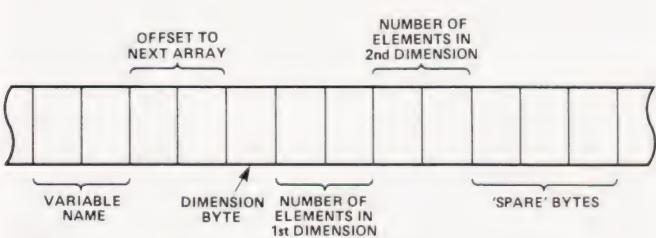


Fig. 7 Header for two-dimensional array.

The elements of an array are stored sequentially after the header. Figure 5 shows this arrangement, where 'N' corresponds to the dimension of the array.

The array elements use the smallest amount of space required for each variable type — ie integers use two bytes per element, strings use three bytes per element and floating point numbers use five bytes per element.

The length of the header depends on the array being defined, so let's have a look at how the array header is organised. Figure 6 shows a typical one dimension array header.

The 'array variable' name is stored in ASCII format with the high bits set or reset according to the variable type. The 'offset to the next array' is used by the Interpreter when searching for array variables.

The 'dimension byte' specifies the number of dimensions in the array. For example, if a DIM A(23) statement had been executed then the dimension byte would be \$01. Similarly, if a DIM A(23,14) statement had been executed then the dimension byte would be \$02.

The 'number of elements bytes' specify the number of elements in the array. This value is always one greater than the number specified in the DIM statement as the array elements count from 0. For example, a DIM A(12) statement will create 13 elements (numbered 0-12). The 'number of elements bytes' for this array will be \$00 \$00 (ie 13).

The area marked 'spare bytes' is used for the additional information needed in a multi-dimensional array. Figure 7 shows a typical two dimension array header.

As you can see, this header has two additional bytes specifying the number of elements in the second dimension. A three dimension array header would have two more bytes specifying the number of elements in the third byte and so on.

## DIRECT ACCESS TO VARIABLES

Fortunately, it is not necessary to know exactly how the different types of variable are stored in order to access them directly. The ROM routine which 'reads' the variables can cope with all types 'automatically'. The routine in question is called FNDVAR (FiND a VARiable) and it is located at address \$B08B.

FNDVAR reads the variable name being pointed to by TXTPTR and returns a pointer to the contents of the variable found. In the case of numeric variables this is the number itself and in the case of string variables it is the string descriptor.

As I am sure you know, BASIC variable names can be any length you like but only the first two characters are significant. FNDVAR actually reads all characters from the TXTPTR location up to the first 'non-numeric' and 'non-alphabetic' character but only the first two characters are 'saved' as a variable name. If the 'non-numeric' and 'non-alphabetic' character that FNDVAR stopped at is either '\$' or '%', then TXTPTR will be left pointing to the first non-space character after the '\$' or '%'. However, if this character is not '\$' or '%' then TXTPTR will be left pointing at the character. All the registers are modified by FNDVAR.

On entry to FNDVAR the variable INTARY (at address \$10) must contain either \$00 or \$FF. If integers and arrays are allowed then INTARY must contain \$00, and if integers and arrays are not allowed it must contain \$FF.

If integers are not allowed (INTARY = \$FF) and an integer variable is found, then a SYNTAX error will be given. If arrays are not allowed (INTARY = \$FF) and an array variable is found, then a pointer to the 'ordinary' variable of the same name will be returned. For example, if the variable B(13) is found and arrays are not allowed, then a pointer to the variable B will be returned. In this case, TXTPTR will be left pointing to the ')' character after the variable name causing a SYNTAX error by the next character checking or end of statement routine.

On leaving FNDVAR, the variable TYPE (at address \$0D) will contain either \$00 or \$FF. If a numeric variable was found then TYPE will contain \$00; if a string variable was found then TYPE will contain \$FF. If type is numeric (\$00) then the variable NUMTYP (at address \$0E) will contain either \$00 or \$80. If an integer variable was found then NUMTYP will contain \$80; if a floating point variable was found then NUMTYP will contain \$00. If TYPE is string (\$FF) then the contents of NUMTYP are undefined.

Also on leaving FNDVAR, the A/Y registers will contain the address of the variable found (high byte in Y, low byte in A). This address is also returned in locations \$47/\$48 (high byte in \$48, low byte in \$47). This address points to the exponent byte of a floating point number, the high byte of an integer number or the length byte of a string descriptor.

In other words, on leaving FNDVAR you only need to interrogate TYPE (and perhaps NUMTYP) to find out what type of variable was found, and then read the value of the variable from the location pointed to by the A/Y registers (or location \$47/\$48).

## ANOTHER NEW KEYWORD

This month's third keyword, SWAP, is particularly useful for sorting operations — especially when sorting strings.

SWAP var1, var2

SWAP simply exchanges the contents of two variables of the same type. For example, if A=23 and B=16, then after a SWAP A,B statement has been executed, A will contain 16 and B will contain 23.

The two variables (var1 and var2) can be of valid type — numeric, string or array — but they must be of the same type or a TYPE MISMATCH error will be given.

```

10 003C  #####SWAP KEYWORD#####
20 003C  #####VERSION 1.0 -- 16/01/84#####
30 003C  #####COPYRIGHT (C) A.L.CROSS 1984#####
40 003C
50 003C
60 003C
70 003C
80 003C
90 003C
100 003C
110 003C
120 003C #####$0564#####
130 003C
140 003C
150 003C #####VARIABLES AND EQUATES#####
160 003C
170 003C FNIVAR = $B08B
180 003C TSTCOM = $AEFD
190 003C ERDORS = $B437
200 003C CH_STK = $B45B
210 003C V1ADDS = $47
220 003C INTARY = $10
230 003C NMTYPE = $0E
240 003C TYPE = $0D
250 003C V1ADDS = $FB
260 003C NUMTYP = $80
270 003C INTARY = $00
280 003C
290 003C !CHECK STATEMENT FLRG
300 003C SWAP = CPW #B0
310 003C F003 = B0 SWAP
320 003C 4C00AF = JMF F003
330 003C H901 = LDA #901
340 003C 20FB3 = JSR CH_STK
350 003C R900 = LDR #E5
360 003C 8510 = STA INTARY
370 003C 20B8B0 = JSR FNDVAR
380 003C 85FB = STA V1ADDS
390 003C 84FC = STY V1ADDS+1
400 003C H50D = LDA TYPE
410 003C 20E5C5 = STA NMTYPE
420 003C H50E = LDA NMTYPE
430 003C 80E4C5 = STA NMTYPE
440 003C 20F7FE = JSR TSTCOM
450 003C 20E8B0 = TST F7FE
460 003C H501 = LDI TYPE
470 003C 8581 = CMP NMTYPE
480 003C H502 = BEQ DETHM
490 003C R116 = LDY #116
500 003C 8581 = JMF ERRORS
510 003C C900 = CMP #B0
520 003C D00F = BNE STGVAR
530 003C H50E = LDI NMTYPE
540 003C C0E4C5 = CMP NMTYPE
550 003C D0F0 = BNE TYPMIS
560 003C H504 = LDY #B0
570 003C F003 = BEQ FPNVAR
580 003C H502 = LDI #B0
590 003C D00E = BNE LFPVAR
600 003C 80E4 = LDY #B0
610 003C A002 = STGVAR
620 003C H50E = BNE CFVVAR
630 003C H405 = LDY #B0
640 003C H500 = CPYVAR
650 003C C0E4 = COPYLP
660 003C 48 = X
670 003C H1F7 = LDY V1ADDS+4
680 003C C0E4 = STY V1ADDS+4
690 003C 8147 = PLA
700 003C C0E4 = STA V2ADDS+Y
710 003C C0E4 = INP
720 003C D0F2 = DEI
730 003C C0E4 = BNE COPYLP
740 003C 80 = RTS

```

!CHECK STATEMENT FLRG  
!SYNTAX ERROR  
!CHECK STACK SPACE  
!FOLLOW INT/NMTYPE  
!GET 1ST VARIABLE  
!SAVE VARIABLE ADDRESS  
!SAVE VARIABLE TYPE  
!AND NUMBER TYPE  
!CHECK FOR COMMA  
!GET 2ND VARIABLE  
!COMPARE TYPES  
!MOVE NUMBER TYPES  
!MOVE STRING  
!MOVE TWO BYTES  
!MOVE THREE BYTES  
!MOVE FIVE BYTES  
!INITIALISE INDEX  
!FROM VAR 1  
!INTO THE STACK  
!FROM VAR 2  
!TO VAR 1  
!FROM THE STACK  
!TO VAR 2  
!FINISHED

Listing 3. The SWAP command.

The full listing for SWAP is given in Listing 3 and as with previous keywords, I'm going to stick to describing the new parts. Having checked that SWAP has been called 'legally' and confirmed that there is sufficient stack space, the first task is to allow integers and arrays by loading INTARY with \$00. A pointer to 'var1' can then be obtained by calling FNDVAR. The variable address (in the A/Y registers) is saved in V1ADDS and the contents of TYPE (\$0D) and NMTYPE (\$0E) are saved in VARTYP and NUMTYP respectively.

After checking for the comma separator the 'var2' pointer is obtained (again by calling FNDVAR). The value of TYPE returned by 'var2' is compared with VARTYP (TYPE for 'var1'): if they are not equal then a TYPE MISMATCH error is given.

If the variable types are both string (TYPE = \$FF) then the X register is loaded with \$03 (move three bytes). If, however, the variable types are numeric (TYPE = \$00) then the value of NMTYPE returned by 'var2' is compared with NUMTYP for 'var1'. If they are not equal, a TYPE MISMATCH error is given.

If the number types are both integer (NMTYPE = \$80) then the X register is loaded with \$02 (move two bytes). If the number types are both floating point (\$00) then the X register is loaded with \$05 (move five bytes). The final part of the SWAP routine is the copying loop itself. This loop copies the number of bytes specified in the X register from the V1ADDS location ('var1' contents) to the V2ADDS location ('var2' contents) via the stack.

## NEXT MONTH

Next month's installment will be the final part of this series. In it I'll be describing the more 'obscure' ROM routines - including some examples of their use. And as you've come to expect by now, I'll also be presenting some more new and useful keyword routines.

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Phone: 01-836 9028  
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## PASCAL/MT+

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Telex: 47388  
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Contact: David Atkinson  
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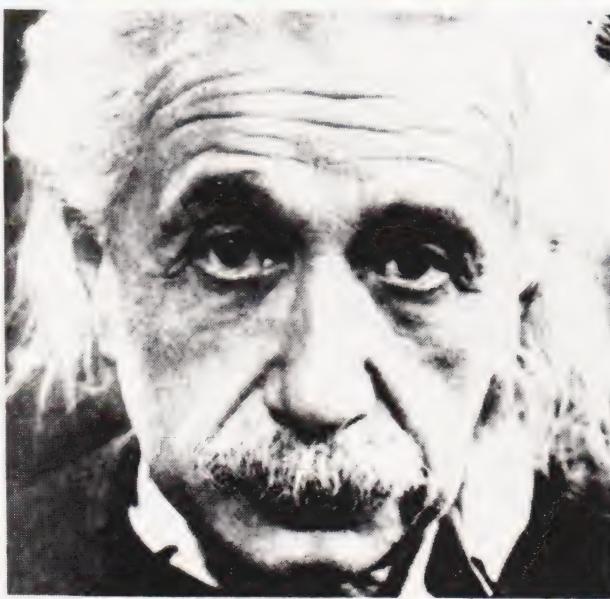
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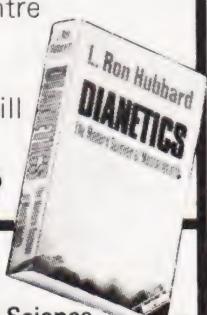
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# LUCAS MICRO

## LUCAS LX

MEMORY  
LANGUAGE  
CASSETTE  
DISC

KEYBOARD  
DISPLAY  
INTERFACE  
GRAPHICS

64K RAM expandable to 256K

Microsoft BASIC

300 or 1200 baud

Single or twin 5 1/4 floppy disc drives

DOS CP/M 2.2 (supplied) or NAS-DOS

QWERTY  CURSOR  NUMERIC  FUNCT

TV  MONITOR  SUPPLIED

PARA  SERIAL  BUS

BLOCK  USER

LINE  RES 392 by 256

COLOUR 8 TEXT 80 by 25

**Notes.** The Lucas LX is a Z80A microcomputer aimed more at the professional and business user. Hence 5Mb Winchester disc interfacing is provided. Popular printers may be used with the RS232 serial interface, and a Centronics interface is also provided. There is an additional parallel interface connector for providing up to 16 on/off signals. The monitor supplied as standard is a 12" monochrome version: a colour monitor is also available. The high res colour graphics may be 392 by 256 in eight colours, or 784 by 256 in two colours. A wide range of applications software is available via the CP/M operating system, including Wordstar, Supercalc, and Calcstar.



## NASCOM 3

MEMORY  
LANGUAGE  
CASSETTE

DISC  
KEYBOARD  
DISPLAY  
INTERFACE  
GRAPHICS

48K RAM 14K ROM  
Microsoft BASIC  
300 or 1200

baud

extra DOS CP/M or NAS-DOS

QWERTY  CURSOR  NUMERIC  FUNCT

TV  MONITOR  SUPPLIED

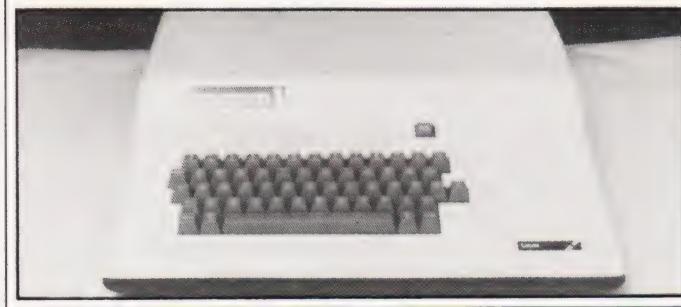
PARA  SERIAL  BUS

BLOCK  USER

LINE  RES 784 by 256 (two colours)

392 by 256 (four colours)

COLOUR 8 TEXT 25 by 80  
optional



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## COMMODORE 720

**MEMORY** 256K 20K ROM  
**LANGUAGE** Commodore BASIC  
**CASSETTE** 300 baud  
**DISC** Twin in-built floppy drives  
**KEYBOARD** QWERTY  CURSOR  NUMERIC  FUNCT   
**DISPLAY** TV  MONITOR SUPPLIED   
**INTERFACE** PARA  SERIAL  BUS   
**GRAPHICS** BLOCK  USER   
**SOUND** LINE  RES 80 by 25  
COLOUR 16 TEXT 80 by 25  
Three channels

**Notes.** The Commodore 720 is the top model in the 700 range of business machines. It is built round the 6509 processor, but there is a dual processor (Z80 or 8088) option. The machine has been designed to meet the IEC specifications. The black-and-white monitor screen is integral and features tilt and swivel. The keyboard may be detached. The dual disc drives are built-in to the main housing and use DMA transfer, increasing speed.



## COMMODORE 64

**MEMORY** 64K RAM 26K ROM  
**LANGUAGE** PET BASIC  
**CASSETTE** 300 baud  
**DISC** extra DOS  
**KEYBOARD** QWERTY  CURSOR  NUMERIC  FUNCT   
**DISPLAY** TV  MONITOR SUPPLIED   
**INTERFACE** PARA  SERIAL  BUS   
**GRAPHICS** BLOCK  USER   
**SOUND** LINE  RES 80 by 25  
COLOUR 16 TEXT 40 by 25  
Three channels

**Notes.** The Commodore 64 is a 6510 based micro that can also use Pascal, COMAL, LOGO, FORTH and PILOT. Programs can be loaded from cassette recorder or disc drives, both extra, or cartridges. The various peripherals include printer, joysticks and games paddles.



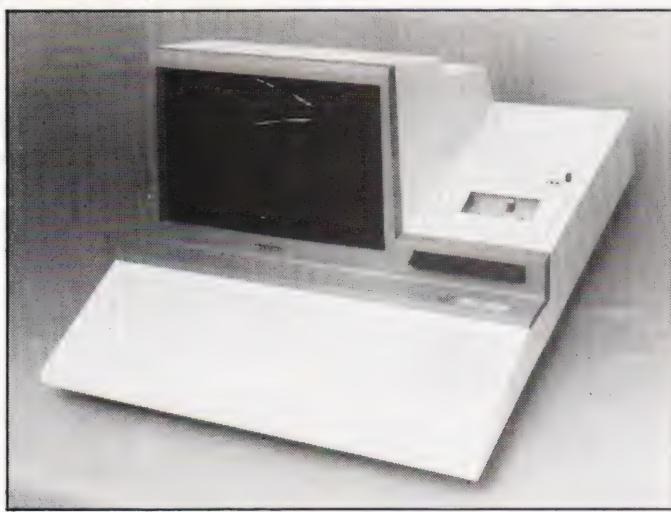
# SHARP

# MICRODEALER

## SHARP MZ-80A

MEMORY	48K RAM	4K ROM
LANGUAGE	Microsoft BASIC	
CASSETTE	1200 baud (built-in)	
DISC	extra	DOS
KEYBOARD	QWERTY	CURSOR <input checked="" type="checkbox"/> NUMERIC <input checked="" type="checkbox"/>
DISPLAY	TV <input type="checkbox"/>	MONITOR <input checked="" type="checkbox"/> SUPPLIED <input checked="" type="checkbox"/>
INTERFACE	PARA <input checked="" type="checkbox"/>	SERIAL <input type="checkbox"/> BUS <input checked="" type="checkbox"/>
GRAPHICS	BLOCK <input checked="" type="checkbox"/>	USER <input type="checkbox"/>
SOUND	LINE <input type="checkbox"/>	RES 80 by 50
	COLOUR	TEXT 25 by 40
		Single channel

**Notes:** The Sharp MZ-80A is a Z80 based micro. An expansion unit, printer, floppy disc unit and other peripherals are available. Other languages can also be used such as Pascal merely by replacing the tape. With the floppy disc option the machine can respond to higher level software such as Disc BASIC and FDOS (including BASIC compiler). A small range of business and educational software is available. The supplier is **Sharp Electronics (UK) Ltd.**, Thorpe Road, Newton Heath, Manchester M10 9BE



## SHARP MZ-80B

MEMORY	64K RAM	2K ROM
LANGUAGE	BASIC (on tape)	
CASSETTE	1800 baud	
DISC	built-in	
KEYBOARD	extra	DOS
DISPLAY	QWERTY	CURSOR <input checked="" type="checkbox"/> NUMERIC <input checked="" type="checkbox"/>
INTERFACE	TV <input type="checkbox"/>	MONITOR <input checked="" type="checkbox"/> SUPPLIED <input checked="" type="checkbox"/>
GRAPHICS	PARA <input type="checkbox"/>	SERIAL <input type="checkbox"/> BUS <input checked="" type="checkbox"/>
SOUND	BLOCK <input checked="" type="checkbox"/>	USER <input type="checkbox"/>
	LINE <input type="checkbox"/>	RES 320 by 200
	COLOUR	TEXT 25 by 80
		3 channels

**Notes:** The Sharp MZ-80B is a Z80A based micro. Various other languages can be loaded as the machine is "soft", no language being fitted in ROM. Expansion unit, the MZ-80P5 printer and the MZ-80FB floppy disc drive are also available. The supplier is **Sharp Electronics (UK) Ltd.**, Thorpe Road, Newton Heath, Manchester.



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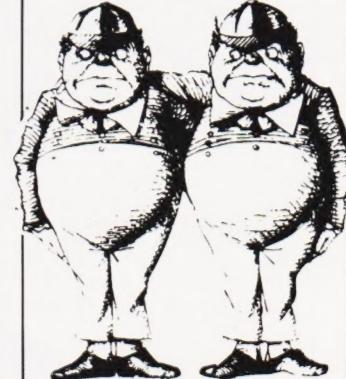
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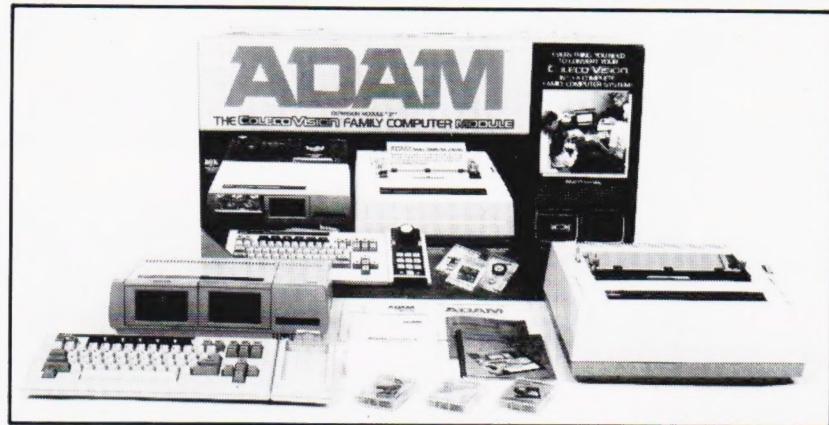
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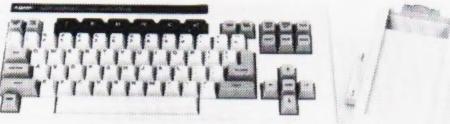
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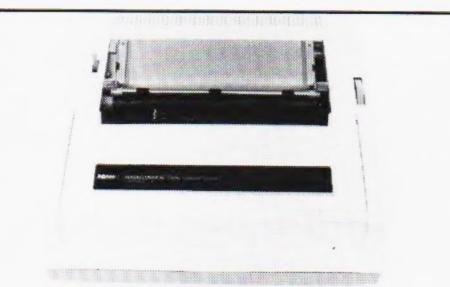
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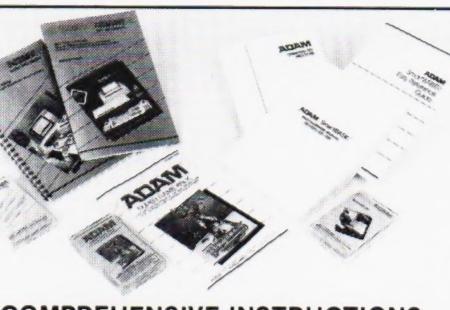
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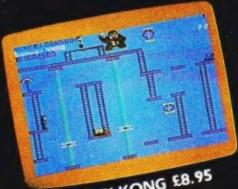
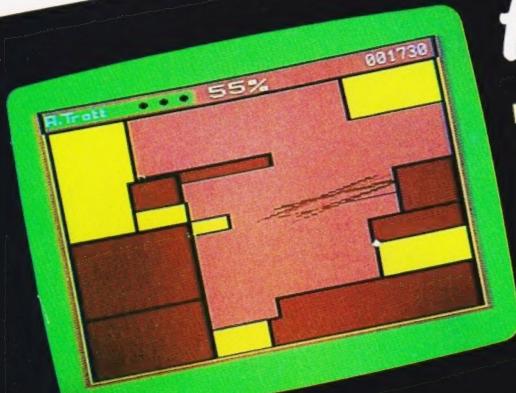
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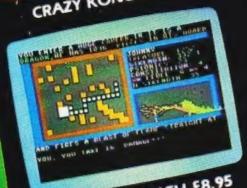
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